NINTENDO POWER™

March/April 1990
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SUPER MARIO BROS. 3

High Flying Adventure

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720°
A Boy And His Blob
Pinbot
Astyanax

Big Bonus
36-Page Nintendo
"Pak Source"
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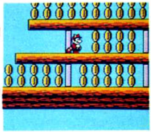

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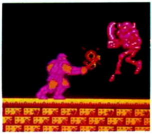

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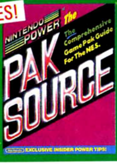
The Nintendo guide to gaming: A complete listing of Power Meter ratings, game descriptions, and super hot tips for the NES user.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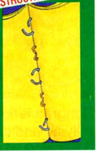

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Players' Pulse

MAIL BOX

THE GOOD SHIP NINTENDO

A while ago my family and I went away for the weekend and I left my NES in the basement rec room. When we got home we found that a water pipe in the street had busted and had flooded the basement. Immediately I thought, "Great, my NES is ruined. What else could go wrong?" Well, I got the biggest surprise of my whole life. I had my NES in a small box to protect it from carpet fibers; little did I know that it would be protected from the flood as well. There in the middle of the water filled room was my NES floating in that box. My NES turned out to be the sole survivor; the carpet and everything was ruined! My dad learned a lesson from this. Now, his golf clubs, the television, telephone and lots of other home furnishings are in cardboard boxes patterned after my NES box! Thanks a zillion! I hope this story will bring you as many laughs as it did my dad—after he calmed down, of course!

Kevin Dujan
Cleveland, OH

Thank you for the great story, Kevin. We all got a good laugh out of it. Since it rains a lot here in the Pacific Northwest, maybe we should use your idea too . . .

DOUBLE TROUBLE

I was playing Super Mario Bros. 2 and fighting Mouser, but I got beat. On my next life, I saw two Mousers!! Could you tell me what happened?

Eric Elzea
Kingsport, TN

The two Mousers phenomenon you witnessed is what is known as a game bug. Some games have minor programming inconsistencies in them that can occur infrequently during game play. Programmers try to take these bugs out of games before they are released, but because there are so many different things that can happen in today's advanced video games, they sometimes miss them. Considering how rare these bugs are, the testers do a pretty good job. Some players enjoy finding these bugs and consider them special tricks. Useful or especially interesting bugs often find their way into our Classified Information section.

THE THRILL OF VICTORY

I wrote to you a while ago asking for help on defeating Matic in the awesome NES game Strider. You replied that you wouldn't tell me because you felt it would be better for me to figure out how to beat the final enemy of the game on my own. Well, I finally did and it felt great. Now Matic is a piece of cake. Thanks!

Brent Soboleski
Erie, PA

Congratulations Brent! Keep on playing and see what else you can master!

ENJOY IN MODERATION

When my 12-year-old brother first got his NES, all he did was play it; he would not stop. His grades went down and he never did his chores. This went on until my father took the NES away from him. It was a month before my brother got his NES back, but he learned a very important lesson. He can now play the NES until 5:00 P.M., then he has to do his homework and chores. I am very proud of my brother, he does well with his game even with this limitation and just finished Mega Man II. Recently he got me and my two-year-old brother Jake into the NES and we love it too! Thanks again Nintendo, you're the best!

Cami, Nicky and Jake Deluca
Big Bear City, CA

Thanks for writing, Cami. We believe that it is important for everyone to balance their time between fun things like playing the NES and more important tasks, like studying for school.

WE NEED YOUR LETTERS

Once again we raise the call for interesting letters, important questions and creative comments on the Nintendo Entertainment System or NINTENDO POWER. Send them in! We can't wait to hear from you!

Nintendo Power Player's Pulse
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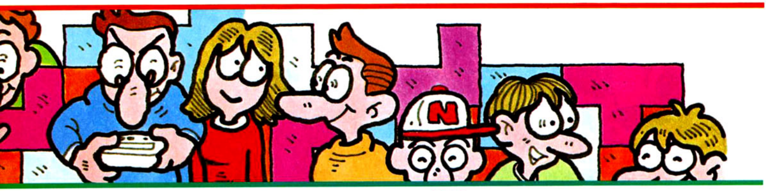


VIDEO SPOTLIGHT

Looking for a Power Player? Search no more. With seventeen games conquered and more on the way, I'm a sure fire winner. Nintendo is the best hobby I've ever had. I was the second one of my friends to get a Nintendo and three others got them soon after. In the afternoons, my friends and I always go to one of our houses to play Nintendo. I've even been known to play all night without stopping (although only on rare occasions). The games I've conquered include many of the best; Super Mario Bros. 2, Metal Gear, Rygar and Metroid. Break Thru and Life Force were each beaten on the day I first played them and a friend and I finished Contra after four hours of playing it! I'm president of a Nintendo club called the Video Warlords. We save up for club games. I'm 14, I have a dog named Benji and I'm Nintendo's number one fan! (Another note: most of the games above were finished with Nintendo's standard controller, and none were finished with slow motion.) Thank you for providing over fifteen million of America's citizens with an ever-cool hobby!!

Jeff Benson
New Paris, TX

I think I am a Power Player. I have had my Nintendo for a year now and I love it. Some of the games I have beaten are Blades of Steel, Karate Kid, Iron Tank, Contra, both Super Mario Bros., Strider and Mega Man II. I am working on T.M.N.T. and Ninja Gaiden.

My general advice to other players:

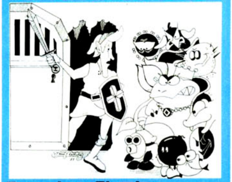
—Don't give up, but don't play too long. Extended play makes some players angry.

—Call the Game Counselors, they really help!

—Don't just buy a game with only beating it in mind. Instead, buy games for the fun of playing them!

Matt Raillard
Fairfield, CT

READER'S ART



From Jess Fleming

POWER PLAYER PROFILE: ANDY CUNNINGHAM

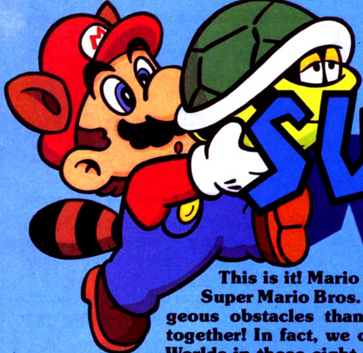
Age: 14
Rocky Mount, NC

When the NES came out, I wasn't that impressed. But after two months of everybody telling me how cool it was and how I had to get one, I gave in and bought it. That was the best move I've ever made. Since then I've had countless hours of fun and excitement behind the NES, alone and with my friends. I've also made a lot of new friends through Nintendo.

Favorite Games: I especially like Adventure games where there is one hero and you are him. These games give you a bigger sense of accomplishment when you finish them.

NES Accomplishments: I have finished over 36 games including Bionic Commando, The Adventure of Link, Ninja Gaiden, The Guardian Legend, Mega Man II and most recently, Dragon Warrior.

Someday I would like to be a graphics designer for a major software company. I've already designed many of my own game characters on my personal computer, and even a full game, Super Dachshund—complete with ending screens, full stages, 20 different evil enemies and 8 incredibly challenging bosses. I plan to fully animate it and add digitized sound effects as well.



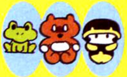
LOOK OUT! MARI

SUPER MA

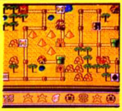
This is it! Mario and Luigi return in their biggest adventure yet! Super Mario Bros. 3 has more secrets, more tricks and more outrageous obstacles than the first two Super Mario Bros. games put together! In fact, we could barely fit maps and tips for the first two Worlds in these eight pages. So let's go and see what we can find!

SUPER ITEMS TO HELP MARIO ON HIS WAY

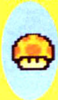
These are the items Mario will come across in his quest to rid the Mushroom Worlds of Bowser's Koopa Children. Find and use them all!



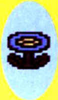
Mario can turn into a Frog, Tanooki or Hammer Brother.



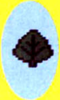
The bottom of the Map Screen shows the items Mario has collected.



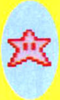
Mushrooms turn Mario into Super Mario.



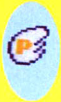
Fire Flowers turn Mario into Fiery Mario with Fire Ball Power.



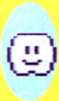
Leaves give Mario the flying Racoon Tail.



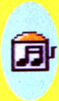
Stars grant Mario temporary invincibility.



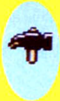
P-Wings bestow the power of unlimited flight!



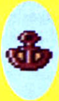
The Cloud Jewel allows Mario to skip one section of a world.



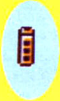
The Music Box's tune will put the Hammer Brothers to sleep.



Break boulders on the Map Screen by using the Hammer.



The Anchor will make sure the Koopa Kid's Ship doesn't move.

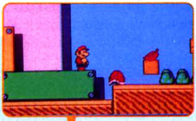


Whistles transport Mario to a special place. They are very well hidden.

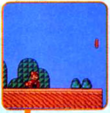
MARIO ENTERS THE FIRST MUSHROOM WORLD

The first Mushroom World is a training mission. Techniques you use and perfect here will be useful when applied to the Worlds which lie ahead. Get the Mushroom in the fourth Question Block and then follow these steps:

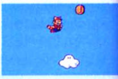
Kick the over-turned Koopa into this Question Block to get a Leaf.

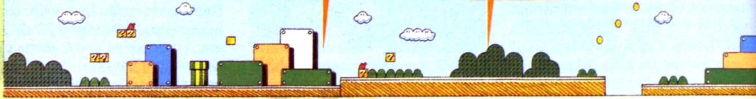


Beat the Goombas in this stretch to clear some running room.



With a running start, soar into the sky. Fo low the path of coin





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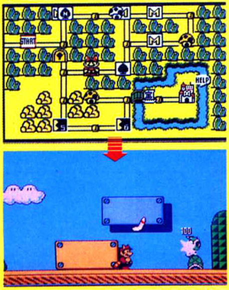
S BACK AND THE FUN'S ABOUT TO BEGIN!

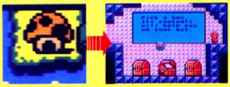
RIO BROS. 3™

WORLD 1-WORLD OF GRASSLANDS

This World of grass covered hills forms the pattern of the Worlds which follow. It is the smallest of all the Mushroom Worlds.

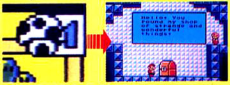


Stand on one of the doors on the Map Screen and hit the A Button and you'll be whisked to an Action Scene.



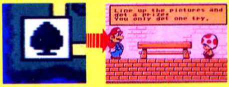
Pick a box. Its contents will help you on your way.

Inside the comfortable confines of your friend Toad's house, you'll be faced with three chests. All contain useful power-up items, so go ahead and pick one!



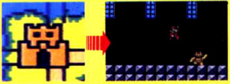
Hello! You found my shop of strange and wonderful things!

The regal White Mushroom House usually appears after you have done something special. Accordingly, there wonderful things inside, like P-Wings, Tanooki Suits or Anchors!

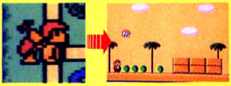


Line up the pictures and get a prize! You only get one try.

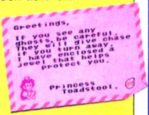
The Spade Panel will take you to a game where you'll get a chance to win extra lives.



In the middle of each World is stationed a Mini-Fortress defended by Boo Diddly Ghosts, Dry Bones and Thwomp Traps, all commanded by a Boom Boom Koopa.



Wandering Hammer Brothers lay in wait on the roads of each World. Defeating them will result in a minor power-up item, such as a Star.

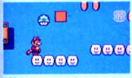


Greetings,

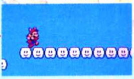
If you see any ghosts, be careful. They will give chase if you turn away. I have enclosed a jewel that helps protect you.

Princess Toadstool.

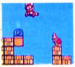
Reach the floating platforms, collect the 1-up and coins.



Get another running start so you can fly to the end of the World.

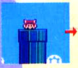


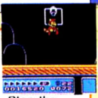
Flying is one of the most important moves in Super Mario Bros. 3. Make sure you do it when ever you have the running room to take off and you'll find lot of coins and items.



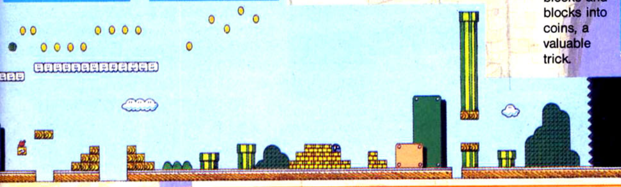
The Switch Block turns coins into blocks and blocks into coins, a valuable trick.

Dropping down pipes into secret rooms will reset the Switch Block.



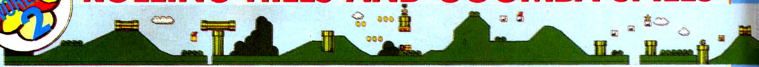


Stop the clock with the timer on an even number, and the points and coins matching at a multiple of 11.

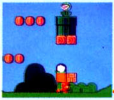


WORLD 1
2

ROLLING HILLS AND GOOMBA SPILLS

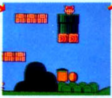


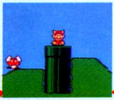
Out of the pipes of this World flow a torrent of Goombas—talk about a plumber's nightmare! Stomp 'em all! Get the first Leaf for points or to become bigger. Don't get the coins that are floating in the air, slide under hit the Switch Block to turn them into blocks. Backtracking is possible in Super Mario 3 for repeated coin and item collection.



The Switch Block is one of the blocks under the floating pipe.

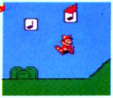
Once the coins are turned into blocks you can get on top of the floating pipe.





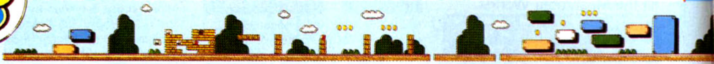
When you come up, you'll be at an earlier spot where you can do it again.

The Switch Block and other hidden items will be in place again when you exit the secret room.

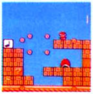


WORLD 1
3

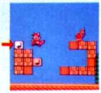
THIS WORLD HOLDS A SECRET!



As in the original Super Mario Bros., there are invisible blocks to be found. A block that will always be unseen until hit is the Magic Note Block. If you make this block appear and then jump on it while pressing Up, you'll be launched into "Coin Heaven."



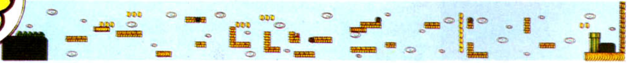
Leap onto the first Red Koopa and kick him so he goes left. He'll clear away some of these blocks.



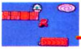
Jump around in the cleared space to get the Magic Note Block to appear.

WORLD 1
4

A HIGH PRESSURE SITUATION!

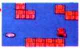


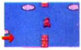
One wrong step here and Mario will fall to his doom. Collect all the coins and both 1-Ups, and the White Mushroom House will appear later on the map screen.



Get the 1-Up in this block.

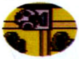
Get 10 coins and a 1-UP.

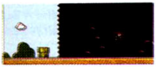




10 coins here!

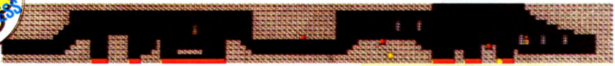
Your reward: A P-wing!



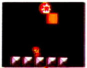


WORLD 1
FORTRESS

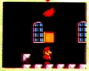
BOOM BOOM'S MINI-FORTRESS



Each World has a mini-fortress stationed in the middle of it. Some of the toughest challenges in the game are found in these places, and some of the best secrets. Explore them thoroughly!

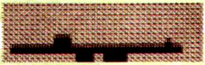


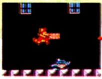
Be sure to power up fully in the Fortress.

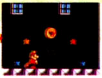


The power of flight will help you explore thoroughly . . .

Boom Boom is sleeping—it looks like he wasn't expecting you. If you stomp him three times quickly, while he's still tired, he'll be easy to beat.



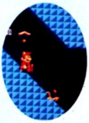




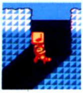
WORLD 1 5

AN ICY LABYRINTH

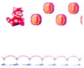
Frost covered hills conceal an ice cold tunnel system guarded by Mario's old "buddy" Buzzy Beetle. The freezing ponds here will give you a taste of the fearsome water Worlds yet to come. Also, a Magic Note Block awaits discovery to grant you passage to "Coin Heaven."



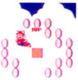
Press Down to slide down the slope and wipe out the Buzzy Beetles.



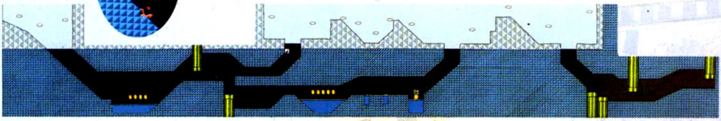
Jump around in the first tunnel to the surface to find the Magic Note Block.



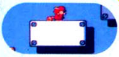
Run back and forth in "Coin Heaven" to get up enough speed to fly.



Near the middle is a floating block that contains a 1-Up.



u'll get a big pay-
f in "Coin Heaven."

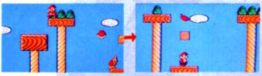


Some of the big colored "background" blocks have unusual properties. Try different things to see what you can find.

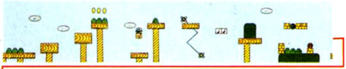
WORLD 1 6

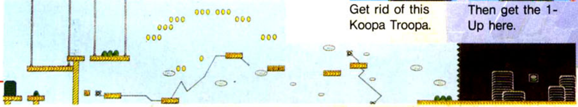
WACKY LIFTS TEST YOUR JUMPING SKILLS!

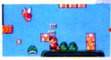
The skills gained from mastering jumping on the moving lifts in this World will serve you well in future Worlds. If you get the 1-Up in the middle of the World, you can practice the jumping maneuvers without fear of losing a man overall.



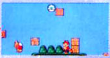
Use the first Koopa to knock out the one on the lower platform.



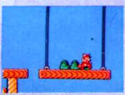




Get rid of this Koopa Troopa.



Then get the 1-Up here.

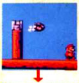


It is difficult but possible to get the running start you need to fly here.

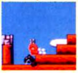
WORLD 1 KOOPA'S SHIP!

ON TO THE KOOPA KID'S SHIP!

Bowser's Koopa Kids set out in huge flying ships and captured the magic wand of the King of each Mushroom World. Mario must board the ship and make his way to the Koopa Kid's chamber in the most swashbuckling game play sequence ever!

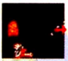


Stay towards the left so you can see what's coming.



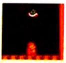
Stomp on top of bullets or cannon balls for points, if you're brave enough.

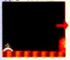
Fireballs won't hurt anything on board this boat.



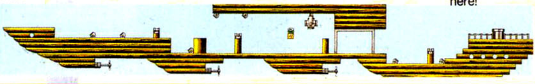
Avoid the magic smoke rings from his wand.

Three stomps on the head and Larry's out of here!

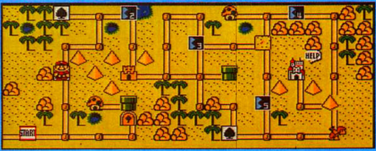




Run under Larry when he leaps to avoid him.



WORLD 2— THE KOOPAHARI DESERT



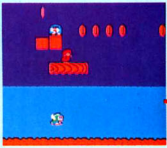
RUINS OF THE

Ancient ruins of fabulous Pyramids dot the landscape. Although these ruins are picturesque, they're anything but peaceful. Super strong Micro-Goombas lurk beneath the blocks and will jump up and try to crush Mario with the ancient bricks!

MAKE ANOTHER WHITE MUSHROOM HOUSE APPEAR

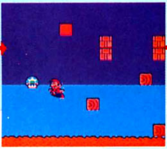
Here's another World where you can get a White Mushroom House by collecting all the coins. There's a catch though; first you must get all the visible coins, then activate a Switch Block and get all the coins that were blocks.

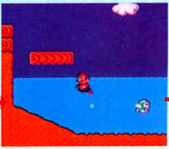
Hello! You found my shop of strange and wonderful things!



Make the Switch Block appear, but don't activate it yet.

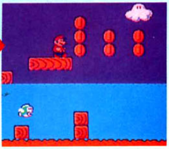
Take all the coins as you go right. Don't forget the 1-Up.





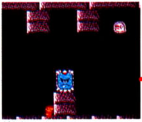
Swim back towards the left and the platform will be there again.

Get on the platform, activate the P-Switch and get all the coins before they turn back into blocks.



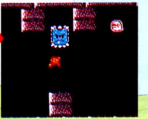
WORLD 2 FORTRESS

Introducing the Thwomp Traps—huge blocks ready to crush anything that gets underneath them. Be careful or you'll have mashed Mario on your hands. Only two ways are known to get past these monstrous devices.

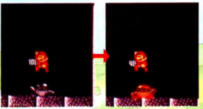


Wait until the trap is sprung and go through while it's resetting.

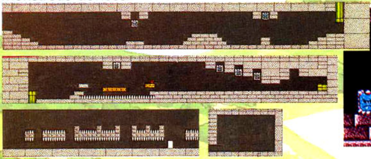
With the right timing, you can run and jump through.

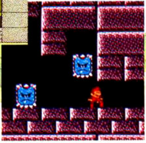


Boo Diddly ghosts give chase if you turn your back on them.

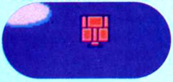


A Boom Boom Koopa awaits you in the Fortress. He's similar to the last one, but a little quicker when he wakes up.

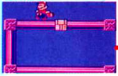




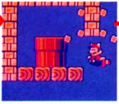
MUSHROOM PHARAOHS



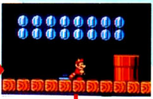
Be careful when you encounter new foes like these.



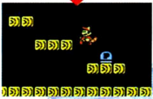
With all the Goombas cleared, you have plenty of room to run.



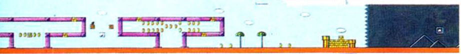
Run and fly up, breaking the blocks surrounding the pipe in the sky.



Hit the Switch Block inside the secret room to reveal invisible coins.

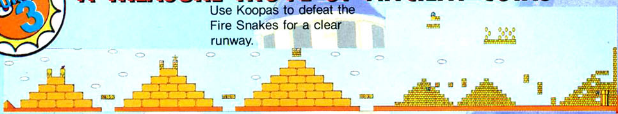


Go down the last pipe in the World to find another secret room.

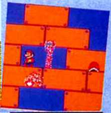


WORLD 2 3

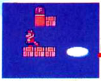
A TREASURE TROVE OF ANCIENT COINS



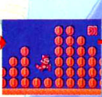
Use Koopas to defeat the Fire Snakes for a clear runway.

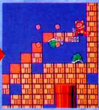


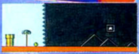
The Pyramids of the Mushroom Pharaohs are rumored to contain abundant treasure in the form of gold coins. And although Mario isn't the greedy type, collecting those coins does help his score and chances of survival by giving him extra lives.



Fly up and find the Switch Block in the sky.





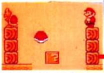


Use Koopas to break away the blocks that cover the pipe at the world's end.

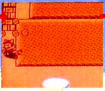
WORLD 2 4

TAKE THE HIGH ROAD FOR A BIG LOAD

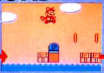
You need to be Racoon Mario to take full advantage of the coin bounty in this section. Fortunately, there's a power-up right near the beginning of the World, but it's kind of tricky to get.



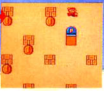
Use one of the Koopas to hit the floating Question Block.



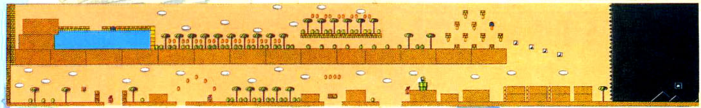
Run left and fly up to the corner.



Find the Switch Block in the blocks above the lake.



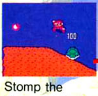
Another Switch Block lets you collect an extra 11 coins.



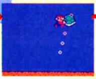
WORLD 2 DESERT

QUICKSAND DESERT

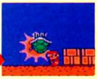
Only Venus Fire Trap plants can survive in this parched place. An angry sun will literally beat down on Mario if you're not careful. A whirlwind also makes the going difficult. To top it all off, some of the sandy paths here are made up of quicksand!



Stomp the Koopa, pick him up and run right.



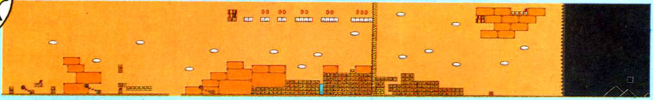
Take him along for the ride in the whirlwind.



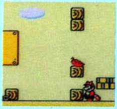
Use the Koopa against the sun when it sets.

WORLD 2 5

CLIMB A MAGIC VINE TO COINS IN THE SKY

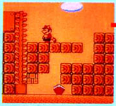


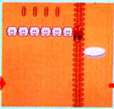
The Chain Chompers are the most frustrated villains in video games. As much as they'd like to, they can't get their teeth on Mario because of their chain. There is a power-up item that might tempt you to get close to them, though. Get it if you're feeling lucky.



There's a Leaf that is out of the Chain Chompers' reach.

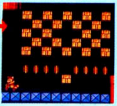
If you kick a Koopa into one of the narrow pits a vine will sprout.





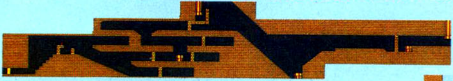
Climb the vine to get to the clouds above and collect the coins there.

One of these blocks is a Switch Block—hit it and collect the loot.

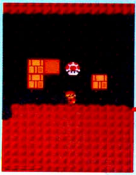


WORLD 2 PYRAMID

THE GREAT PYRAMID OF MUSHROOMKHAMEN

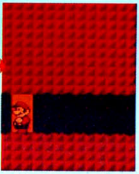


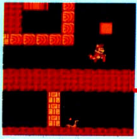
Entering and exiting the pyramid has the effect of resetting the power-up items inside. So if you're small at the start, you can get the first power-up, leave, come back, and get it again!



Get rid of the Buzzy before you try for the power-up.

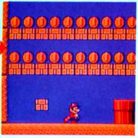
Leave the pyramid through the door you came in, then re-enter.





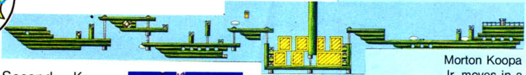
An invisible block will let you get to the pipe above.

Stand on the fifth block from the right in the top row and jump for a 1-Up.

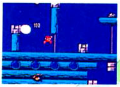


WORLD 2 KOOPA'S SHIP

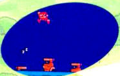
IT'S THE MORTON KOOPA JR. SHOW!

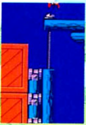


The Second Koopa Kid's ship is decked out with more artillery than the first one. It also is a little trickier to navigate on it's decks. It will probably take you several tries to scout out all the obstacles and learn Bullet Bill firing patterns.



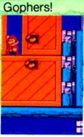
Keep moving fast or Bullet Bill will score a hit.



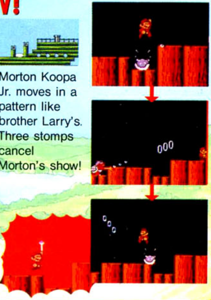


Go between the crates as quickly as possible.

Watch out for Rocky Wrench and the Ninja Gophers!

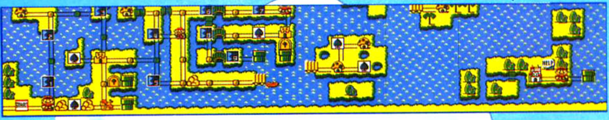


Morton Koopa Jr. moves in a pattern like brother Larry's. Three stomps cancel Morton's show!



WORLD THREE—ISLAND WORLD

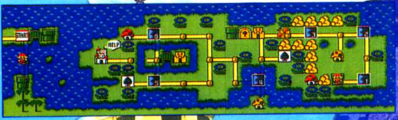
Sea World contains some of the toughest tests in the game. The Frog Suits make the aquatic action easier.



Boss Bass can swallow you whole even if you're Super!

WORLD FOUR—LAND OF THE GIANTS

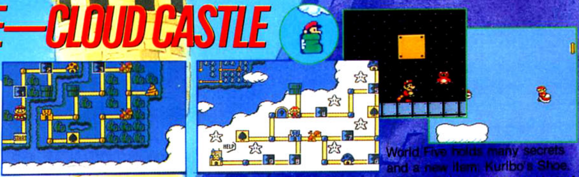
The giant enemies of this World look scary, but can be stomped, kicked and carried just like their smaller counterparts.



The bigger they are, the harder they fall!

WORLD FIVE—CLOUD CASTLE

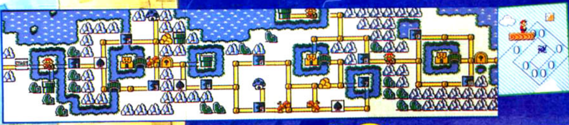
Although half the action here is set on good old terra firma, the rest takes place high in the clouds. Get ready to do some amazing jumping!



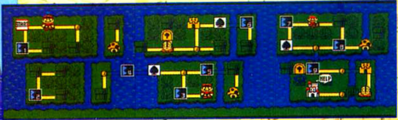
World Five holds many secrets and a new item, Kuribo's Shoe. Only complete control of your movements gets you past the slippery floors.

WORLD SIX—WINTER WONDERLAND

Put on a nice warm Tanooki Suit for this chilly challenge. Icy floors and tricky spinning lifts are just some of the new things you'll find here.



WORLD SEVEN—TUBE CITY



Maze-like puzzles make this World a real challenge. Some sections take more than just skill to get through—they require brain power.

Tricky labyrinths with new modes of transportation await you!

NEXT IS BOWSER'S UNDERWORLD HIDEOUT...

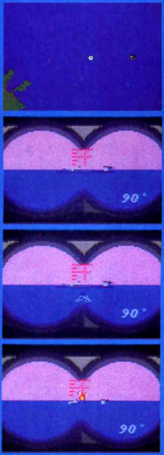
Bowser's home is very dark, dingy and grim. It's full of fire pits and molten lava and lots of other nasty stuff. We're not going to tell you more about it just yet. But stay tuned—we'll reveal more Worlds and secrets in our new Strategy Guide issue coming in June.

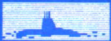
Ha Ha Ha!
C'mon Mario!
I'm waiting for you . . .

SILENT SERVICE™

THE SUBMARINE SIMULATION

"Captain, destroyer bearing zero, three, niner and closing," reports the sonar operator. "Bring us 35 degrees to starboard, down 100, ahead one-third," orders the Captain. The attack on the convoy had been unsuccessful. They had damaged both the tanker and the escort destroyer. Now the same wounded warship is hunting them. With batteries running low he needs a quick escape . . . but how?





MANEUVERING IS THE KEY TO SUB SURVIVAL!

The submarine is designed to attack from an undetected position. To get to this position you must be able to sneak up on the unsuspecting fleet with masterful maneuvering. Practice and master these techniques and you will find it not only helps in the attack, but also in the escape!

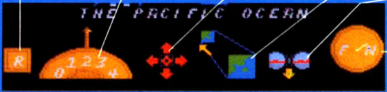
BACK (REVERSE) Engines astern will help accelerate your turns and your use of the aft torpedoes.

ENGINE SPEED This will affect how long your batteries last underwater and what you can catch.

DIRECTION Remember, 270 degrees is left, 90 is right, 0 is up and 180 is down when you use your charts.

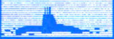
MAP SCALE Check the map scale Captain! The enemy's closing fast. What do we do?

PERISCOPE The eyes of the sub. Remember the difference between bearing and heading. It can save your life!



TIME SCALE It may take hours to stalk a well armed fleet. Use this to speed up maneuvering time.

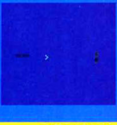
TM & © Microprose Software Inc.



KNOW YOUR SHIP FROM BOW TO STERN!

UP SCOPE!

You can't out run a destroyer and you can't always dive to the bottom. If you study your sub you'll know exactly what it can do. Ahead one-third, bring us in easy, helmsman. The enemy's always watching for that little metal eye to break the surface.



TORPEDO

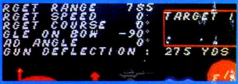
This is your main weapon. It is best fired at the side of a ship from about 3000 yards or less.

DECK GUN

This weapon is best for putting down a lame duck. A good Skipper knows it's also good for getting out of hot water with destroyers.

GUN DEFLECTION

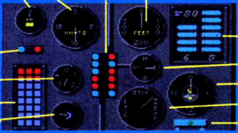
If he's coming fast take her down, if he's running away crank it up. This will give your gun the range it needs to catch them on the run. Otherwise it will look like you're hitting them but you'll just be splashing water!



RGET RANGE 755
RGET SPEED 0°
RGET COURSE 0°
GLE ON BOW -90°
AD ANGLE 0°
GUN DEFLECTION : 275 YDS

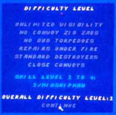
VIEW GAUGES

In the heat of battle don't forget to check your gauges. You could run aground or run out of juice from the battery if you're not careful. A good gauge to watch is the temperature gauge. It will tell you where the thermal layer is. When a destroyer is closing in and you hear his sonar pinging off your sub, dive! Go down until the gauge is in the blue, this will help you hide from him. After that you better get out of Dodge, mate, or you'll be sleeping with the fishes for sure!



CONDITIONS OF PLAY

With these options you can bring this game to the point of it being next to the real thing. The options you choose give your starting rank. Better start at Midshipman until you've got a few tons in your log book. Run silent, run deep Captain.

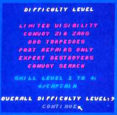


DIFFICULTY LEVEL

UNLIMITED VISIBILITY
NO CONVOY ZIG ZAGS
NO DUD TORPEDOES
REPAIRS UNDER FIRE
STANDARD DESTROYERS
CLOSE CONVOYS

SKILL LEVEL 1 TO 4:
1/MIDSHIPMAN

OVERALL DIFFICULTY LEVEL:1
CONTINUE



DIFFICULTY LEVEL

LIMITED VISIBILITY
CONVOY ZIG ZAGS
DUD TORPEDOES
PORT REPAIRS ONLY
EXPERT DESTROYERS
CONVOY SEARCH

SKILL LEVEL 1 TO 4:
4/CAPTAIN

OVERALL DIFFICULTY LEVEL:9
CONTINUE

DIFFICULTY LEVEL OF YOUR MISSION

MIDSHIPMAN

LIEUTENANT

COMMANDER

CAPTAIN

NOVICE OPTIONS

UNLIMITED VISIBILITY
You can see to the limit of the map scale for plotting.

NO CONVOY ZIG-ZAG
Convoys move in a straight line until fired upon.

NO DUD TORPEDOES
If it hits, it will explode. Try to make every one count!

REPAIRS UNDER FIRE
If the sub becomes damaged, the crew begins repairs immediately.

STANDARD DESTROYERS
All destroyers will operate with the same level of efficiency.

CLOSE CONVOYS
When the enemy is detected, they will always be in radar range (about 10-13,000 yards). This will also speed up the game.

ADVANCED OPTIONS

Limited Visibility
You can only see as far as your radar can, (about 13,000 yards).

CONVOY ZIG-ZAG
Convoys will periodically zig-zag to avoid being easy targets.

DUD TORPEDOES
If you use this option, some of your torpedoes will just bounce off the enemy.

PORT REPAIRS ONLY
If your sub becomes damaged you may have to head for home. Repairs can't be done at sea.

EXPERT DESTROYERS
Some of the destroyers will have better sonar than others.

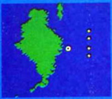
CONVOY SEARCH
You will need to search out enemy convoys, as they will not always be in radar range. Your search may take some time.

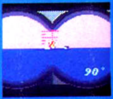
SONAR REPORTS DESTROYERS CLOSING!

When you report to your ship you'll want to learn the ropes right away. Convoy Actions are very good for learning to "stalk" the enemy like a cat hunting a bird. With a few of these under your belt you'll be ready for a full scale war patrol and your own command!

TORPEDO/GUN PRACTICE

This is a good place to hone your skills on stationary, non-combative targets. Try working with the aft torpedoes and the deck gun deflection. To use the gun deflection, fire while moving toward the target at a high rate of speed. Remember the difference between heading and bearing when firing aft. A good trick is make your heading 0 degrees, then turn the periscope to 180 degrees, you're now aiming with the aft torpedoes.





CONVOY ACTION

This is one-on-one with an escorted fleet. Once you take a crack at these actions you'll see just how brave or crazy these Captains really are. Enemy approaching, but there's no one in the scope! Don't forget to look behind you.

1. PLUNGER IN THE INLAND SEA (Lt. Commander D.C. White)

2. WAHOO VS. CONVOY (Lt. Commoander "Mash" Morton)

3. HAMMERHEAD AT BORNEO (Commander J.C. Martin)

4. SEARAVEN AT TOAGEL MLINGUI (Commander H. Cassedy)

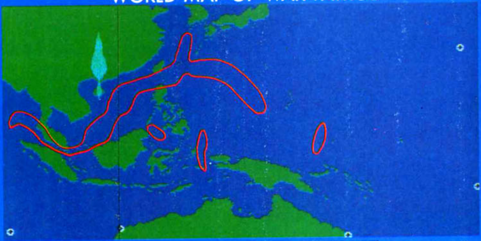
5. TAUTOG AT NIGHT (Lt. Commander Sieglaff)

6. GRAYBACK IN THE CHINA SEA (Lt. Commander J.A. Moore)

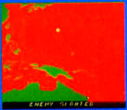
WAR PATROL

Here you are on a 54-day mission in which you have free reign to travel about the Pacific Ocean. The enemy's trying to take over the islands. If you hang tight around them you might find yourself a juicy troop ship or a tanker there. Don't stay too long though, you may find someone looking for you!

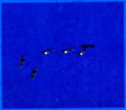
WORLD MAP OF WAR PATROL



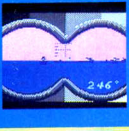
Enemy detected. Battle stations! Stand by torpedo room, up scope!



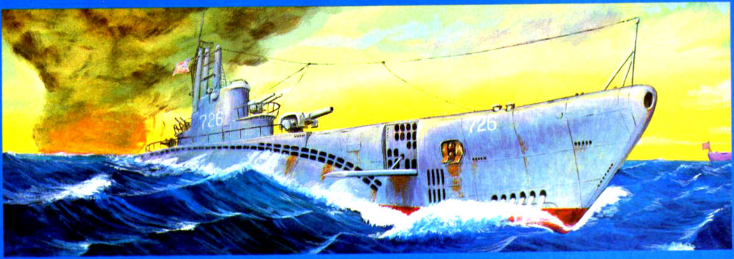
As the enemy gets closer decrease your map scale so you get better info.



Watch the range! They're all over you!



The enemy will appear in your map range but you may not be able to see them. Turn a 360 with the periscope to track them down.



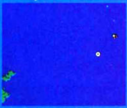
BATTLE TECHNIQUES

On a War Patrol, time is on your side. If you find a fleet and there are two or three destroyers, you may want to look for another one. Always try to strike at night. Keep your eyes peeled for an aircraft carrier or a battleship. If you can put one of these down you'll be promoted and recognized as the Admiral's best Skipper for sure!

TIME SCALE

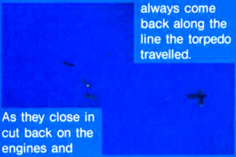
The grease will really be flying in the engine room if you run the engines wide open for a long time. You can speed up the game by changing the time scale and save your engines some wear and tear. You can use this to turn day into night if you stay with the enemy long enough. Give it a try!

Don't forget to go back to normal time in the attack or it will be over before you know it!


Perfect positioning. Fire one, fire two. Down scope, engine room standby!

SILENT RUNNING

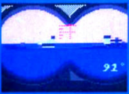
When the destroyers are closing in don't forget that your propellers make noise. The faster your engine is going, the easier you are to find. Run at full speed until they start to get close, then cut your speed and turn off. The destroyers will go to the last place you fired from and start looking for you.


Destroyers always come back along the line the torpedo travelled.

As they close in cut back on the engines and break away.

POSITION OF YOUR SHIP

Try to get to the side of an enemy ship. That way he's as big as a barn door and much easier to hit. Sometimes, if you just watch the fleet for a minute you can guess where they are going. That way you can try to get there first and bushwack them when they show up. Good hunting Captain! The ocean is a very big place.

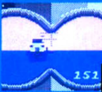


If you're behind them you may want to go up above them, move fast, and get out in front.

Don't forget the range. They can see almost 10,000 yards.

RELEASING DEBRIS

This old trick is used to make the destroyers think they've got you. If they drop charges and you survive, release some debris and lie very still. They may think they've got you and leave. If you start to sink after that first depth charge, blow your emergency tanks to surface. You'll have to fight it out with the deck gun and hope you can drive them off.

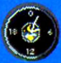


This trick only works if they're very close. Wait until the last minute if you can!

Blow tanks! She's taking on water and going down.

DAY AND NIGHT

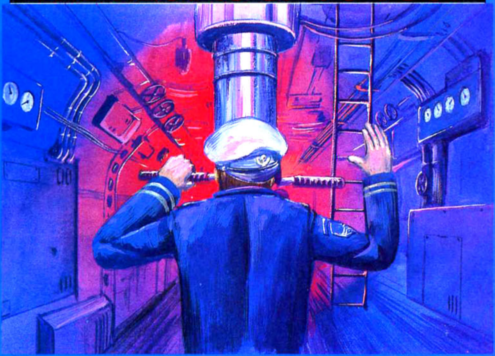
Daylight runs against escorted fleets are for the very brave and experienced Captain. A smart Captain knows that a submarine is very hard to detect at night. If you see a fleet that you really want, follow it until at least twilight, then make your move. That way you can run on the surface where you have more speed.



The clock runs on military time, (24 hours). Twelve to twenty four are the nighttime hours.

When moving at night remember, the faster you go, the easier you are to see.

THE REST IS UP TO YOU!


YOU'LL HAVE TO USE ALL YOUR WIT TO BE THE WORLD'S GREATEST SUBMARINE CAPTAIN!

NINTENDO PO

CONSUMER ELE

The 1990 Winter Consumer Electronic Show in Las Vegas was a huge success, with over 50 Nintendo licensees cramming their displays into Nintendo's giant (30,000 sq. foot) booth for the purpose of showing off hot new products. Name any game category—from action to role playing, and there were new games presented for it. Many of these new games are high memory games, with one, two or three megabits of ROM storage. Also especially noticeable at this show were all of the interesting, high quality Game Boy titles. Here's a quick glance at some of the titles by category of games we saw at the CES!

ACTION

Unique game play vantage points and super detailed graphics marked the high quality action games on display. For example, Captain Skyhawk from Milton Bradley puts a new twist on the flight simulator theme with a game play view from behind the plane. The science fiction action in NTVIC's Isolated Warrior unfolds from an innovative three dimensional perspective. Image Fight from Irem, makers of R-Type, features awesome graphics and wild colors, and Ultra's Mission: Impossible is an action packed secret agent jaunt.

Other new action oriented games shown at the CES included: Journey To Silius (Sunsoft), Dragon Spirit (Bandai), Circus Capers (Toho), Castle of Dragon (Seta), and Silk Worm (American Sammy).

ARCADE TRANSLATIONS

The arcades have always furnished many hits for the NES. The long awaited NES versions of NARC by Acclaim and Heavy Barrel by Data East were at the show, along with Mechanized Attack (SNK), Super Spy Hunter (Sunsoft), Cabal (Milton Bradley) and Rally Bike (Romstar).

MOTORIZED MADNESS

From Monster Trucks to Formula One racers, the NES has it all when it comes to automobile action. Michael Andretti's World GP (American Sammy) features a two-player simultaneous mode with split screen action. Acclaim's Bigfoot boasts graphically excellent side and overhead views. Formula One Built to Win from Seta, like many of the new auto games, lets you customize your vehicle as you move up in the racing circuit standings.

Rad Racer II (Square), World Rally Championship Racing (HAL), Chase HQ (Taito), Bill Elliot's NASCAR Challenge (Konami), and Days of Thunder (Mindscape) are also in the NES auto game race.

PUZZLING PLEASURE

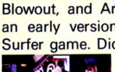
More mind teasing games like Tetris are on their way to the NES. Lucasfilms Games and Bullet Proof Software (who were involved with Tetris) are bringing the hit P. C. puzzler, Pipe Dreams, to the NES along with a game similar to Tetris, Hatris. (Alexey Pazhitnov himself was at the show too—his first visit to America!) Kickle Cubicle from Irem is an appealing puzzler for players of all ages. CSG Imagesoft was showing the fantasy puzzle game, Solstice, and a new Nintendo licensee, Arcadia Systems, is developing an animated board game style puzzle contest featuring The 7-Up Spot.

CARTOONS AND COMICS

Marvel Comic's Punisher joins the ranks of LJN's hot licensed titles in a mayhem filled, machine gun action game. Capcom was showing off their new two player simultaneous Rescue Rangers game (with the help of Chip and Dale). Kemco-Seika had Snoopy's Silly Sports and Bugs Bunny's Birthday Blowout, and Arcadia previewed an early version of their Silver Surfer game. Dick Tracy (Bandai) and Beetlejuice (LJN) are in the works.

ROLE PLAYING GREATS

RPG's are playing an important role in many companies' future game plants. SNK unveiled Crystalis, a fast paced RPG set in a post holocaust future. Taito's Dungeon Magic is the first NES RPG in which the action unfolds entirely in a first person viewpoint. StarTropics and Final Fantasy are Nintendo's additions to the RPG field. Both are complex and long playing with great storylines.



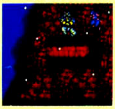
Other RPGs on the horizon include Faria and Wizardry, both from Nexoft, Wall Street Kid (Sofel), Magic of Scheherazade (Culture Brain), Taro's Quest (Jaleco), Heroes of the Lance (FCI) and Shingen the Ruler (Hot-B USA).

WER REPORT
TRONICS SHOW

SUPER MARIO 3

SUPER SEQUELS

In the tradition of Hollywood, many Nintendo licensees are releasing sequels to their top games. In most cases these sequels out do the original in action, story and graphics. Tecmo was giving the public their first look at Ninja Gaiden II, which gets four star ratings for its great cinema scenes and challenge. Super C, the sequel to Contra, continues Konami's tradition of excellent action games. Back to the Future II, Ghostbusters II and Top Gun II were shown, and all had some features that improved upon the original concept. Programming work on Gauntlet II (Mindscape) and Tecmo Bowl II is underway.



UNDER DEVELOPMENT

Below is a list of games that were announced at the show and are currently under development. We'll fill you in as soon as information is available.

Archrivals, Arkista's Ring, Bad News Baseball, Blockout, Boulder Dash, Bruce Lee Lives, Castlevania III, Caveman Ughlympics, Cosmic Epsilon, Deja Vu, Dirty Harry, Dusty Diamond's All Star Softball, Fun House, Hunt for Red October, Ikari Warriors III, Indiana Jones and the Last Crusade, Jack and the Beanstalk, M.U.L.E., Muppet Adventure, "Noid" Game, Pictionary, Pinball Quest, Play Isle, Street Fighter 2, Sweet Home, Time Lord, Total Recall, and Uninvited.

HIGHLIGHTS

With so many quality games to see, it was difficult to isolate a few highlights. Nintendo's Super Mario Bros. 3 was constantly being played by those visiting the Nintendo booth. Mattel's Super Glove Ball demonstrations also attracted the attention of many onlookers, and it played great! Maniac Mansion, a Lucasfilm P.C. game being produced for the NES by Jaleco, featured new P.C. style play options. Asmik's Wurm and Vic Tokai's Golgo 13: The Mafat Conspiracy were impressive for their great graphics and the variety of action tasks both games contained. Overall, it was an exciting show, and all the new games being released will keep us here at Nintendo Power busy for some time to come.

GAME BOY

Many licensee companies are jumping on the Game Boy bandwagon, and the future looks bright indeed, with over 50 games under development!

ACTION

Action games with smooth, flowing graphics and larger, more detailed characters were among the most thrilling Game Boy titles shown. Tradewest's Double Dragon was perhaps the best Game Boy title at the show. Wizards and Warriors X: The Fortress of Fear and Burai Fighter Deluxe were also impressive.

Other great future action titles include: Space Invaders (Taito), Fist of the North Star (Electro Brain), Paperboy (Mindscape), Batman (Sunsoft), Kung Fu Kid (Culture Brain) and Spider-man (LJN).

SPORTS

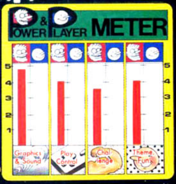
The new sports games for Game Boy are as complex and detailed as any for the NES. Bases Loaded (Jaleco) NFL Football (Konami), Soccer Mania (CSG Imagesoft), WWF Superstars (Acclaim), Malibu Beach Volleyball (Activision) are all games to look forward to if you're a sports nut.

PUZZLES & GAMES

The ideal category of game for Game Boy, the puzzler, was represented by many games at the CES. Examples included Qix (Nintendo), Kwirk (Acclaim), Hyper Lode Runner (Bandai), Lock 'N Chase (Data East), Solomon's Club (Tecmo), Heart Attack (Kemco-Seika), Penguin Wars and Ishida (Nexoft), QBillion (Seta), Flipull (Taito), Heiankyo Alien (Meldac), Wheel of Fortune and Jeopardy (Gametek), Shanghi (HAL), Super Scrabble and Mousetrap Hotel (Milton Bradley). An impressive line-up indeed!

ROLE PLAYING GAMES

Game Boy's RPGs demonstrate the power packed into this compact unit. Gargoyle's Quest (Capcom) is a fantasy RPG with a monstrous hero, The Great Hero: SAGA (Square) is a Dragon Warrior style RPG. Power Mission simulates a naval battle between two fleets.



PIN

Super Space-Age Arcade

Pinbot is a favorite in the arcades around the country and it's bound to be a hit at home with this specially designed version for the NES. One to four players alternately plunge into the Pinbot world. As the ball bounces and ricochets, lighting up the board with radical high scoring play, the computer generated voice of the Pinbot itself hints at the surprises to come.

Light Up The Light Grid

Just below Pinbot's visor plate is a panel of lights. Hit the ball against the panel of lights in this area until the entire grid below has been lit up. Then Pinbot is in your control. With the visor open, hit a ball inside.

Do It With A Solar Flair

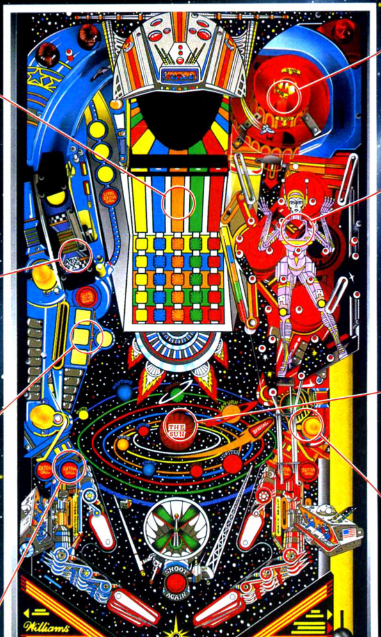
Rocket the ball into this Solar Ramp Multiplier and you'll be well on your way to interstellar scores. The status screen at the bottom right of the Pinbot machine indicates the bonus multiplier. The Solar Value will increase by 50,000 points, each shot. Since the Solar Value can be astronomical, you should practice hitting the ramp.

Aim For The Drop Targets

By knocking down all three drop targets you can advance toward the sun and you can get super high scores. You've got to be quick, though. Hit them all while the big light in front is flashing.

Stay Out Of The Outlanes

Once a ball goes into the outlane it is lost. Watch carefully when the ball is close to going out, and if it looks like it might, use the Start or Select Button to "jiggle" the machine and keep the ball in play.



BOT™

Action Heats Up The NES

A Valuable Vortex

Exercise skill at the plunger to drop the ball into the middle hole for a big score. The vortex score multiplies when you use the plunger more than once.

Get Into The Jet Bumpers

A good shot into the jet bumpers can ring up some fantastic scores. When you reach the Sun, look here for a Special to light up.

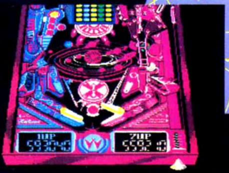
Journey In Through The Planets

In the terrible cold of distant Pluto your journey begins, warming as the Sun grows closer and the action gets hotter. Your destination planet will light up on the display, but your ultimate destination is the Sun itself, which you can only reach by advancing through the planets. When you do reach the Sun, expect the unexpected and prepare for challenging new levels. You will even get a chance to play with a pinball that isn't round!?

Target Your Planet

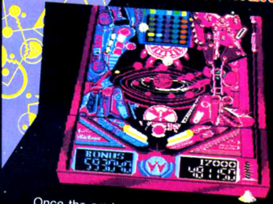
Your target planet will light up at the beginning of the game. Your first task is to achieve a score high enough to reach that destination.

Shake Up The Machine But Don't Tilt



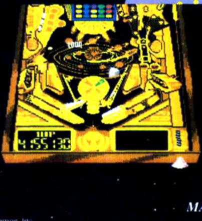
To be a Pinbot wizard you'll need an edge. By pushing Select or Start and "jiggling" the machine you can change the path of the ball, just like in real pinball.

Twice The Challenge And Twice The Score with Multi-Ball



Once the center panel is lit and Pinbot's visor opens, hit the ball into an eye socket. The ball "locks" there, and you'll receive a second ball. If you put that second ball in the other socket, Pinbot launches into multi-ball play.

This Pinbot Is Like None You've Ever Seen Before



Even the best mechanical pinball machines can't do what your NES can do . . .

©Williams Electronics Games, Inc. © 1988 Rare, Ltd. Based upon Pin Bot © 1986 Williams Electronics Games, Inc.

PINBOT

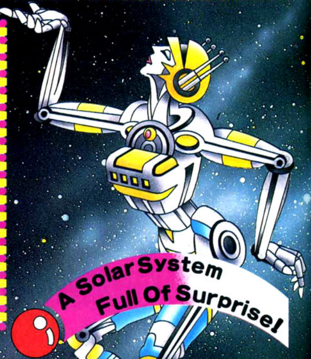
Multi-ball play!!

① Lift The Visor

Once the visor is up, try to get into multi-ball play. It's good to have an extra chance when monsters appear and try to get rid of the balls!

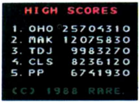
② Collect The "Solar Value"

Every time a ball races up the Solar Ramp 50,000 points are added to the Solar Value. The Solar Value will continue to add up, ball after ball, player after player, until someone manages to collect it. Pinbot will help you out in this by instructing you to "Shoot for Solar Value." This happens in multi-ball play when one ball is in the socket. While the first ball is "locked" blast the second ball up into the Solar Ramp and you'll collect the jackpot!


A Solar System Full Of Surprise!

③ Who Made The NES Pinbot?

To answer this burning question all you have to do is score ten million points or more. If you do, you'll see who is behind this NES version.



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HIGH SCORES
1. OHO  25704310
2. MAK  12075830
3. TDJ   9983270
4. CLS   8236120
5. PP    6741930
(C) 1988 RARE.
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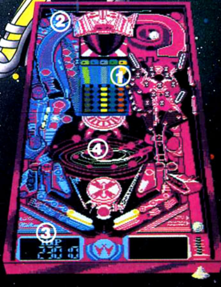
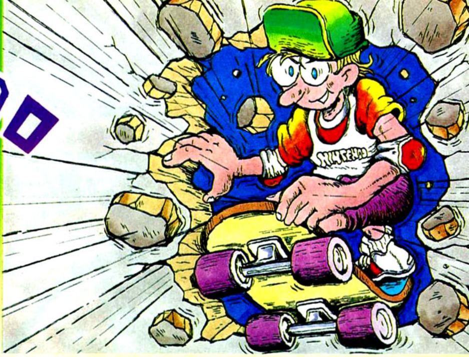
④ Meet The New Pinbot

From super Solar jackpots to increasingly difficult levels of play in which Pinbot is invaded by monsters, this is not your father's old Pinbot. Having active enemies like the ball hogging monsters gives this version a whole new dimension. They'll try to steal your ball and take it out of play. When you progress far enough you'll even find monsters who can shoot away your flippers!



720°™

Get ready to rip it up with a kid who uses his board like it was part of his body!

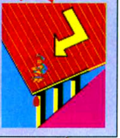


MAIN PARK

Close your eyes and imagine for a moment a world full of shreddable geometric obstacles. This skater's paradise has only one purpose—to link together four radical skate competitions and four-way cool skate shops that sell only the hottest gear. Are you ready to skate? Open your eyes and you'll see 720°!

DOWNHILL

Speed is of the essence in the downhill run. The course is designed to trip up rookies as you'll soon find out.



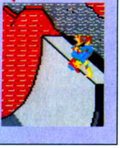
HELMET SHOP

Only $25.00

Recover quickly from the occasional bail if you're wearing protective equipment. Skate Safe!

RAMP

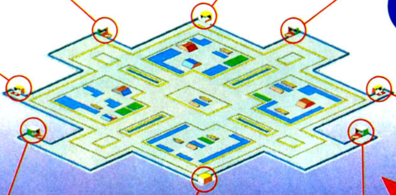
Ultra-smooth masonite surface, 12 foot transitions, 12 feet high with a foot of vert'; this half-pipe is a ramp rat's dream.



SKATEBOARD SHOP

Just $25.00

Travel down to ye olde skate shop for the time of your life. Buy a fresh deck to increase your skating rapidity.



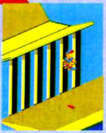
SHOE SHOP

Whatta Bargain at $25.00

Shoes are a most important piece of gear. A new pair will put a spring in your step.

JUMP

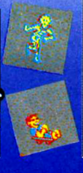
Build up velocity on an almost vertical slope and launch yourself into the wild blue yonder.



PAD SHOP

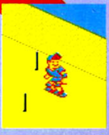
A Deal for $25.00

Go for totally aggro moves without fear of scuffing your gimpy knees and bony elbows.



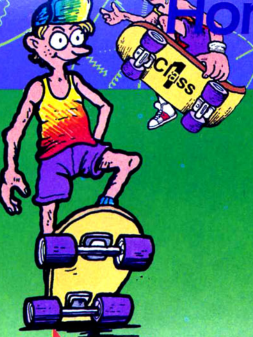
SLALOM

Controlled velocity makes for a high score in this event. Accuracy is also a must when skating between the gates.



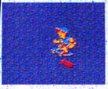
TM Atari Games Corp., Licensed to Mindscape. ©1989, 1988 Tengen.

Hone Your Skills on the



Always spin when you jump to rack up big points!

Here's how to spin as you jump: First, jump, then press the Control Pad in a different direction than the one you were traveling in before you jumped. Immediately before landing, make sure you're pressing the arrow back in the direction you were going before you jumped. It takes practice to pull a 720°.



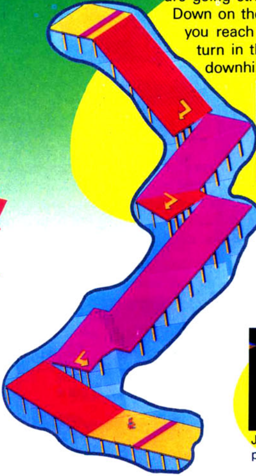
If you constantly jump and spin in the Main Park, you can rack up points and get extra tickets.

1 Spin =100 pts.
2 Spins=200 pts.
3 Spins=300 pts.
4 Spins=400 pts.

First Stop: DOWNHILL

Getting downhill as quickly as possible is the object of this contest. To skate over the gaps make sure you are going straight down (press Down on the controller) when you reach one. Be ready to turn in the next section of downhill.

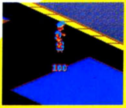
You'll need tickets to enter contests. Start with three and earn more with points.



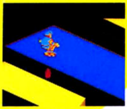
Like in all the events, jumping and spinning will add to your point total. Be Bold!

Main Park Bonanza!

As you skate from event to event in the Main Park, you can go through the center of the park and experience some bionic skate obstacles.



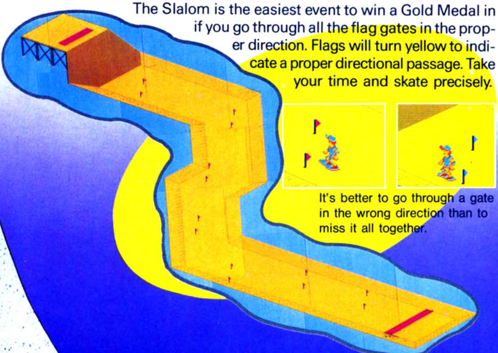
Jump the ponds for points.



Catch air off the launch ramps for extra scores.

Next Event: SLALOM

The Slalom is the easiest event to win a Gold Medal in if you go through all the flag gates in the proper direction. Flags will turn yellow to indicate a proper directional passage. Take your time and skate precisely.

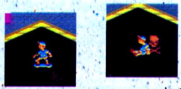


It's better to go through a gate in the wrong direction than to miss it all together.

Rookie Course!

Killer Bees Infest The Main Park!

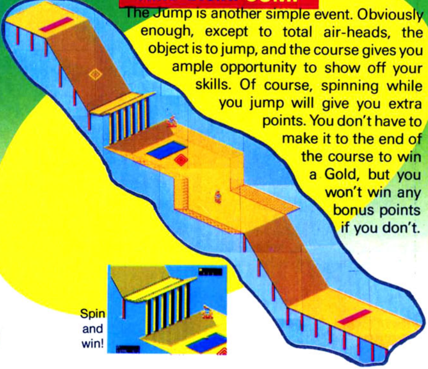
Although it's a good idea to stay in the Main Park to rack up points for tickets, when time is short, stay near an event entrance. If you take too long to choose a contest, the Killer Bees will come after you.



You can gain a few seconds on the deadly Killer Bees if you hit the Map symbol.

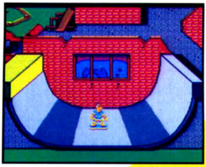
Third Event: JUMP

The Jump is another simple event. Obviously enough, except to total air-heads, the object is to jump, and the course gives you ample opportunity to show off your skills. Of course, spinning while you jump will give you extra points. You don't have to make it to the end of the course to win a Gold, but you won't win any bonus points if you don't.



Spin and win!

Final Event in Class 1
RAMP



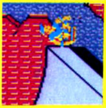
Get ready for a jamming session on this killer half-pipe. While a variety of techniques are possible, sometimes repeating the same one will rack up enough points for a Gold. A rhythmic motion on the buttons and control pad will help build up the momentum needed to score.

You're Harshed!

You've bailed hard on this gnarly ramp. But that's o.k., real ramp rats eat lots of surfacing material before they become pros.

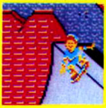
JUMP

You'll always catch air when you go over the top of the ramp (the coping). To gain speed, press the Control Pad in the same way you're going.

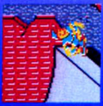


SPIN

After getting mega air, press B to spin. Be sure to face down when you drop back in, or you'll get a mouthful of masonite.

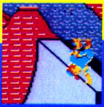


SLIDE



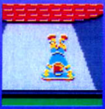
Approach the coping while holding down A and press towards the center of the ramp. Once on the top, hit Up or Down. To drop in, press away from the center.

HAND PLANT



Confront the coping and press in the direction you're skating. Press in the other direction to drop back in.

SKATING HANDSTAND

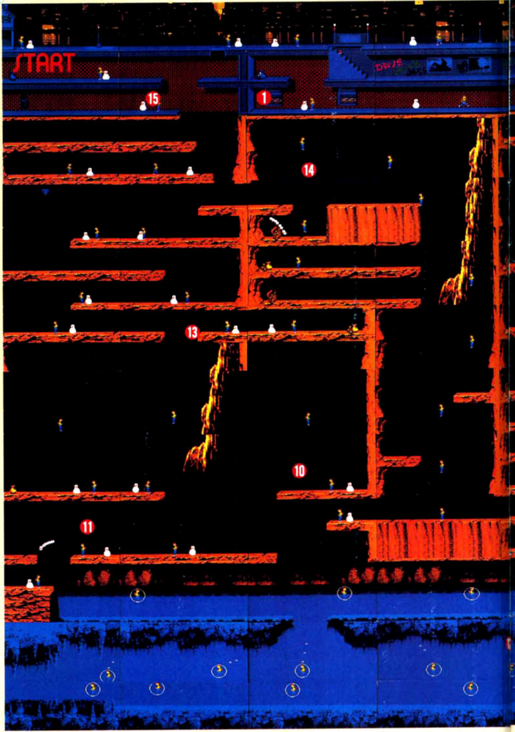


While in the transition, press A and the direction you're moving to do a handstand on your board. Press in the other direction to get down.

A BOY AND HIS BLOB™

In the 21st Century many Earth boys have befriended aliens, like Blobert (or Blob for short) who comes from the planet of Blobolonia. But Blob didn't come to Earth just for the jellybeans, which he loves, but to get help. You see, back home on Blobolonia the Emperor makes everyone eat marshmallows and chocolate. For those like Blob who prefer to dine on jellybeans there is no choice but to fight for the alienable right of all beings to eat exactly what they want.

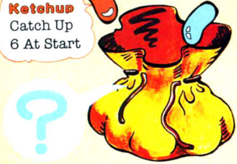
SEARCH THE SUBWAYS!



TM & © 1989 Absolute Entertainment, Inc.

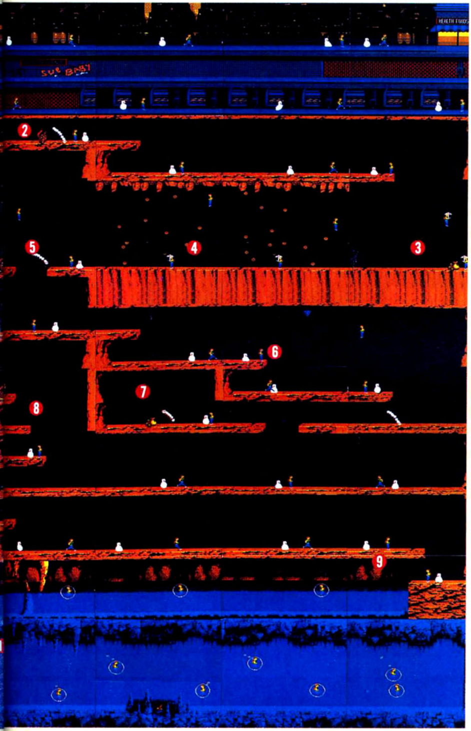
A PAK FULL OF JELLY BEANS

Strawberry	Bridge	15 At Start
Licorice	Ladder	72 At Start
Cola	Bubble	18 At Start
Coconut	Coconut	6 At Start
Apple	Jack	12 At Start
Cinnamon	Blowtorch	24 At Start
Tangerine	Trampoline	42 At Start
Vanilla	Umbrella	30 At Start
Honey	Hummingbird	52 At Start
Root Beer	Rocket	6 At Start
Orange	Top Secret	
Punch	Hole	54 At Start
Ketchup	Catch Up	6 At Start



EXPERIMENT EXPERIMENT EXPERIMENT

On Earth, Blob and the boy must collect treasure in the underworld below the subway. With the treasure they can buy vitamins, which are poisonous to the Emperor. Then they are off to Blobolonia for the final showdown. Along the way are countless obstacles. To get past them the boy feeds jellybeans to the Blob, for he discovered that different flavors of jellybeans make Blob change its shape, which is a pretty useful thing to know.

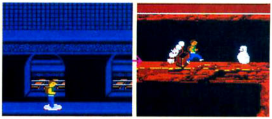


❶ COLLECT TREASURE!

Treasures are hidden throughout the caverns. Follow the numbers and hints to collect them all.

❷ PUNCH DOWN UNDER!

One treasure is easily found in the subway station, but the real riches are hidden below. Punch a hole (see left) and drop down.



Subway Serpents are fast but predictable. To steal their hordes, dash in quickly and straight back out.

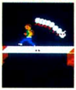
❸ SAFE JUMPING!

Whenever there's a long drop, use the Cola Bubble or Vanilla Umbrella to slow your descent.

❹ TAKE COVER!

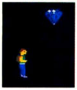
Protect yourself from the falling rocks by using the Vanilla Umbrella. Then walk slowly through this area.

❺ SNEAK BY THE SNAKE



To get the treasure, make a bridge across the gap then move to the middle and stop. Let the serpent pass to the right then grab the treasure!

❻ A DIAMOND IN THE SKY



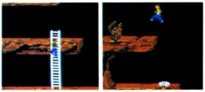
Place the trampoline on the round depression then push Up on the controller to reach the diamond. Next, punch a hole far over to the left.

❼ YECH! ANOTHER SNAKE!

Duck straight in. It's safe to stand beneath the snake's highest jumping point. Then quickly snatch the treasure.

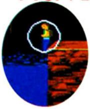
⑧ UNGUARDED TREASURE

Some treasures are easy to get. Here you'll find the riches three ledges up, and without snakes! Reach the goods with the ladder or trampoline.

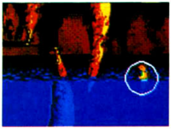


The trampoline is the faster way up, but you have more licorice jellybeans. Use the ladder to conserve the tangerine jelly beans.

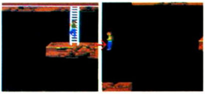
⑨ STOP! DEAD END!



This route leads to nowhere you want to be. Instead, head to the left and numbers 10 and 11.



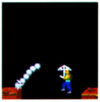
⑩ UPS AND DOWNS



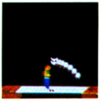
First climb to the upper ledge on the ladder, then use the umbrella and jump far to the left.

⑪ TRICKY MOVES

Jump down to the water's edge using the umbrella. Then, when going back up, make a bridge and dodge the serpent.



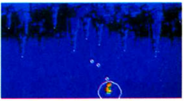
A running jump will carry you from the ledge down to the water's edge.



Build the bridge across the gap and stop at the midpoint to evade the serpent.

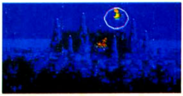
⑫ BUBBLING WITH ENTHUSIASM!

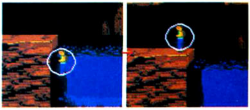
Once you're safe inside the cola bubble, take it easy. The slower you bob along the better off you'll be. Stay near the middle of the screen to avoid spikes that can burst your bubble. When you see a treasure move toward it carefully. Some treasures are protected by rock spikes. If you go for the gold here, keep the bubble as steady as possible, or else . . .



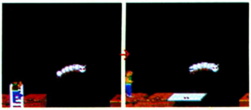
Move slowly to the right and stick to the middle area of the two underwater screens.

Unless you have the rock steady hands of a surgeon, stay clear of this perilous treasure.





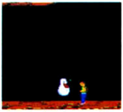
To leave the water, return to the ledge and push to the left. The bubble will float up and out. Whistle to transform Blob.



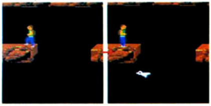
To get out of this area, use the ladder then build a bridge as you did in #11.

⑬ UP, UP AND AWAY!

Position the trampoline just to the left of the round depression which is almost directly below the lip of the upper ledge. For precise placement, use the Blowtorch.

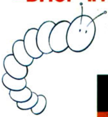


Place the trampoline exactly as seen here.

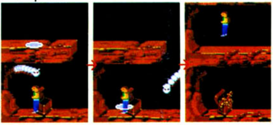


To retrieve Blob, whistle then toss a Honey Jellybean over the side.

⑭ DROP IN AND DROP BY

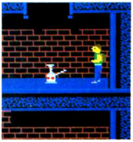


Use a Punch hole directly above the treasure. As you step into the hole, call Blob. You'll fall right past the surprised serpent.

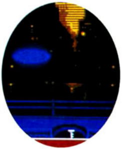


Timing is very important. If you whistle too late the serpent will get you.

⑮ BACK TO THE STREET

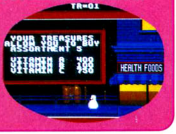


Place the Apple Jack below the round manhole cover. The manhole will fly off. With the trampoline you can jump back up to the street. Make sure you grab the jellybeans which are off to the left.



GET YOUR VITAMINS HERE!

Once you've got the treasure, visit the drugstore. Don't leave Earth without your vitamins.



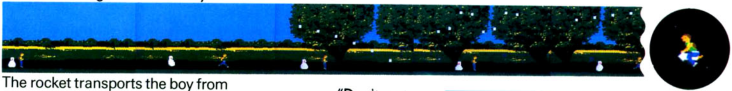
TR=01

YOUR TREASURES
ALLOW YOU TO BUY
ASSORTMENT 5

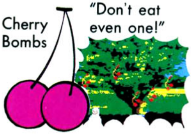
VITAMIN A 400
VITAMIN B 100
VITAMIN C 750

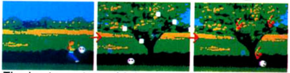
EXPERIMENT EXPERIMENT EXPERIMENT THEN ON TO BLOBOLONIA...

Earth—127 Light Years Away



The rocket transports the boy from Earth to Blobolonia in a matter of seconds—a voyage that would take 10 billion years on roller skates. Here, both boy and Blob must adapt to the bizarre alien conditions as they seek out the Emperor. Some new techniques become very important.



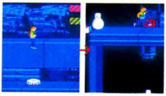


The best way to avoid the rain of cherry bombs is to throw the coconut with a running start. Throw it hard and the cherries will explode harmlessly.

THE PERIL OF POPCORN

This popcorn is too salty for a growing boy. Avoid it by using the coconut toss.

CANDY FACTORY CONUNDRUM

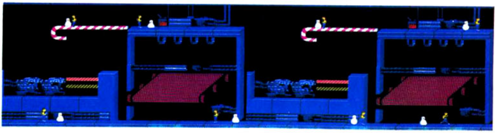


Place the trampoline just to the left of the candy cane. Once you're up, turn-off the power switch.

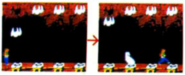
A conundrum is a puzzle, and this area can be a puzzle to solve. Try turning off the machine, or use your trusty coconut outside the factory.

PEPPERMINT TREATS

Hidden from greedy eyes are special Peppermint Treats. Find five and you'll be treated to an extra life.

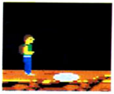


DON'T FEED THE MOLARS!

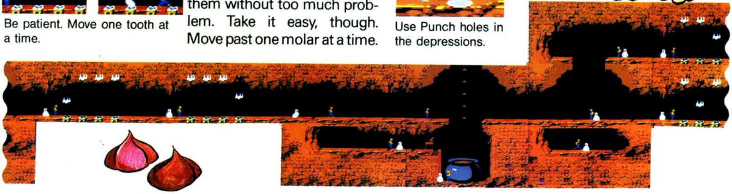


Be patient. Move one tooth at a time.

These huge munching teeth are enough to spoil your appetite. Luckily, you can dodge them without too much problem. Take it easy, though. Move past one molar at a time.

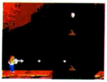


Use Punch holes in the depressions.

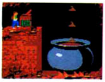


TWO WAYS TO BEAT THE KISSES

These chocolate kisses can attack the unwary—and we aren't just talking about cavities. Use your Vitablaster to zap the kisses, or Punch a hole through in the previous screen and then turn off the machine that's hidden below.



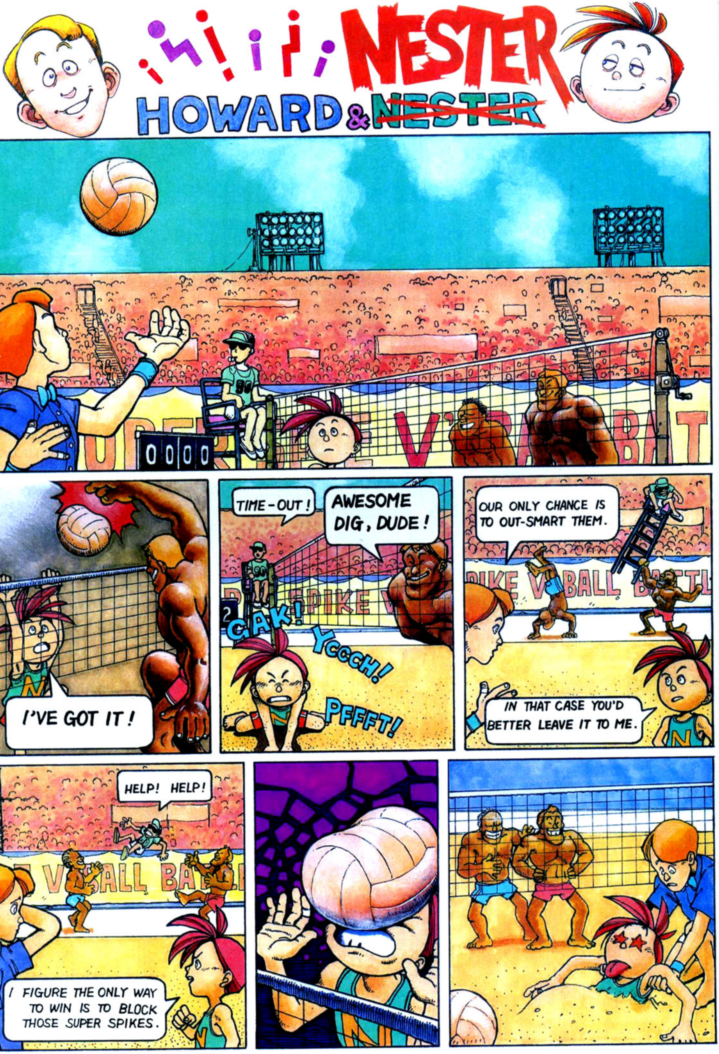
The Orange Vitablaster will do the job here.

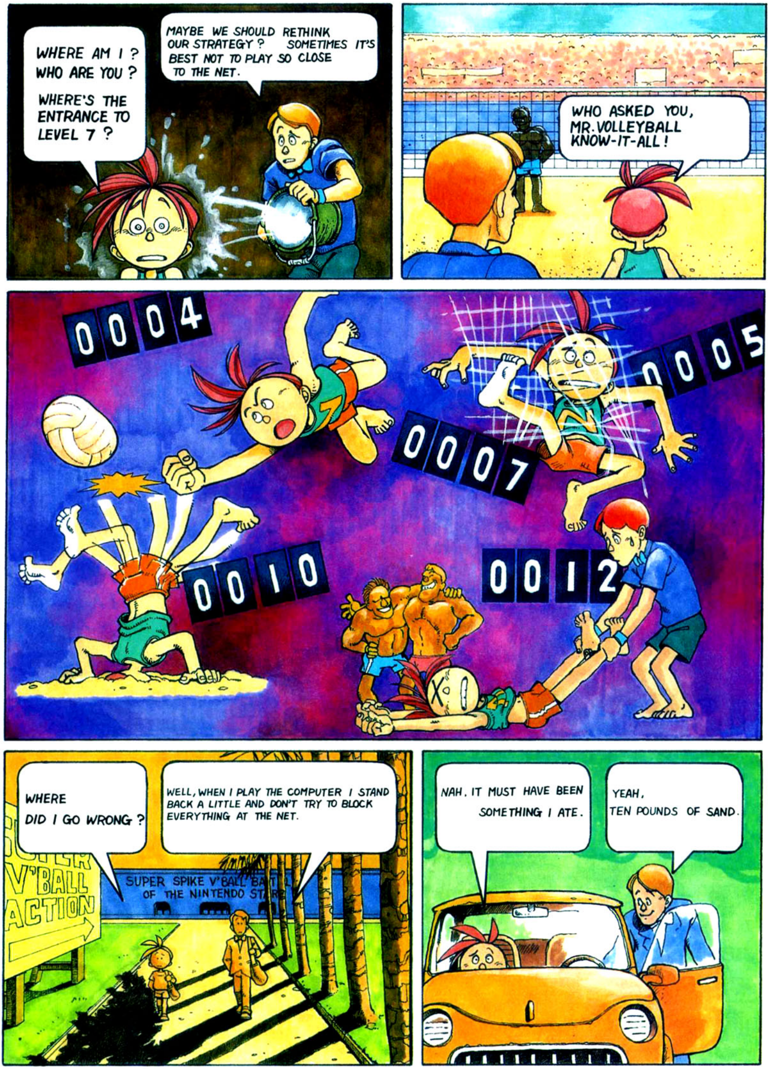


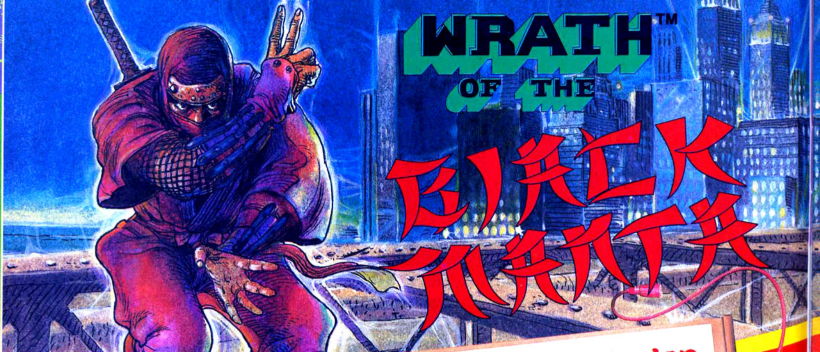
Turn off this chocolatey mess.

THE EMPEROR OF BLOBOLONIA

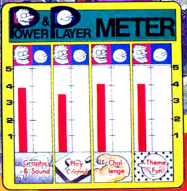
Now the boy and his Blob are well on their way. But ahead lies the Emperor, and he's in a good mood . . .


HOWARD & ~~NESTER~~ NESTER
0000
TIME-OUT!
AWESOME DIG, DUDE!
I'VE GOT IT!
GAK!
YCCCH!
PFFFT!
OUR ONLY CHANCE IS TO OUT-SMART THEM.
IN THAT CASE YOU'D BETTER LEAVE IT TO ME.
HELP! HELP!
I FIGURE THE ONLY WAY TO WIN IS TO BLOCK THOSE SUPER SPIKES.


WHERE AM I ? WHO ARE YOU ? WHERE'S THE ENTRANCE TO LEVEL 7 ?
MAYBE WE SHOULD RETHINK OUR STRATEGY ? SOMETIMES IT'S BEST NOT TO PLAY SO CLOSE TO THE NET.
WHO ASKED YOU, MR. VOLLEYBALL KNOW-IT-ALL !
0004
0005
0007
0010
0012
WHERE DID I GO WRONG ?
WELL, WHEN I PLAY THE COMPUTER I STAND BACK A LITTLE AND DON'T TRY TO BLOCK EVERYTHING AT THE NET.
V'BALL ACTION
SUPER SPIKE V'BALL BATTL
OF THE NINTENDO ST
NAH. IT MUST HAVE BEEN SOMETHING I ATE.
YEAH, TEN POUNDS OF SAND.



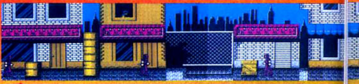
WRATH™ OF THE BLACK MANTA

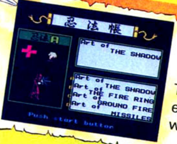


The Manta's Mission

Children are missing in New York City, but no one knows why. When the "Manta"—self-styled ninja—hears they've been kidnapped, he hits the street in a flash. There he sniffs out clues and battles an army of thugs who will stop at nothing to stop him. The Black Manta has to be more than just a ninja; he has to be a detective, too.

Above And Below New York





忍法帳

A

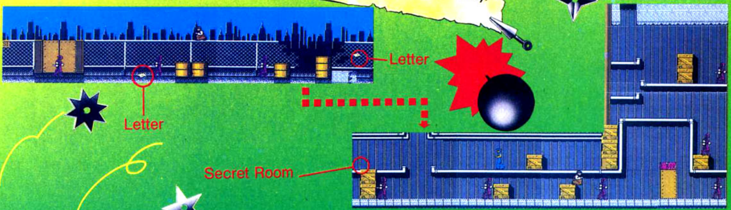
Art of THE SHADOW

Art of THE SHADOW
Art of THE FIRE RING
Art of GROUND FIRE
Art of MISSILES

Push start button

Learn The Ninja Arts

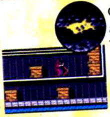
The Manta uses four ninja arts that pack extra wallop. Hold B and choose the art with the Control Pad. Release B and let it fly.



TM&© 1989 Taito America Corporation

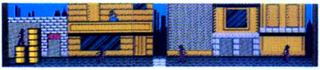
Fast Action And Mystery!

Collect Clues Everywhere



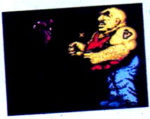
Information can be found in many places and forms. Scraps of letters are lying on the street with hints and concealed meanings. The Manta also gets clues from the thugs by grabbing them and shaking them down.

Explore All Avenues



Secret areas lie hidden behind walls and pipes. The Manta receives messages indicating where these areas can be entered. Don't pass them by. Shoot where you're directed and explore.

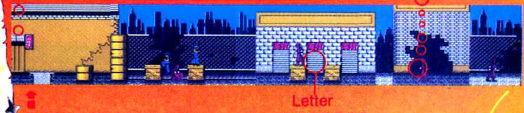
Not so Tiny



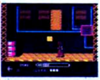
At the end of the first stage waits "Tiny"—a thug to dwarf King Kong. The Manta should have no trouble with this towering terror if he just aims for Tiny's humoungus head.

Save The Kids

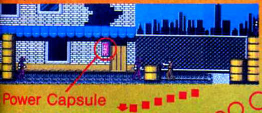
As the Manta soon learns, the plight of the kidnapped kids is desperate. Only he can save them. But others may help him.

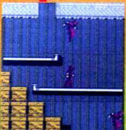


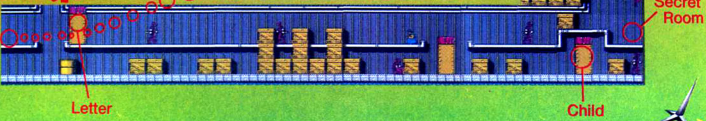
Boost Power



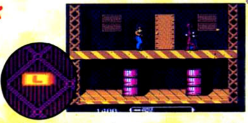
Secret rooms along the way provide power ups for the Manta. Power capsules extend the amount of power the Manta can use with his ninja arts.







Add To Your Power



Three thugs will attack you in many rooms. If the Manta defeats them all he gains extra power squares—up to eight. Restore energy this way.

Beyond Tiny...

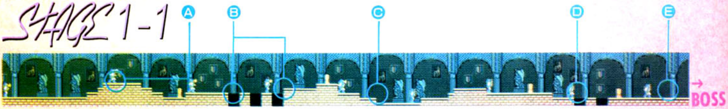
Once Tiny has fallen, it's time to move on. In the upcoming stages the Manta will face Voodoo Warriors, Robot Guards and all kinds of slimy, city scum.

ASTYANAX™

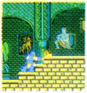
ACTION AND DANGER AWAIT YOU IN REMLIA!

When Astyanax was an ordinary freshman (with an unusual name) attending Greenview High, his biggest worry was getting his homework assignments done on time. But after a recurring dream about a mysterious girl, he was transported to a world full of hostile monsters. Brought there to combat the evil wizard Blackhorn, his only chance for returning to the real world is to rescue a captive Princess. In Astyanax, a new action game from Jaleco, follow his travels as he sets out to fight his way through armies of killer creatures.

STAGE 1-1

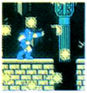


A The Living Dead are among Blackhorn's followers. Cut short the careers of these bags of bones with your axe, Bash.



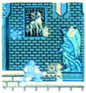
Stand on the first step, so the skeleton can't come down after you, then wail on him.

B Creatures often attack at untimely moments. Their fire can throw you into the pits.



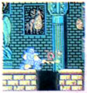
Use the Bolt Spell to destroy the plants or they might hit you while you're jumping.

C Flaming Polyp Plants can easily be defeated when encountered on an open floor. Kneel and cut them down with the axe.



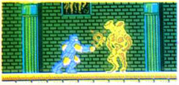
Move in quickly and give this wicked hedge a trimming.

D When a Polyp is on a platform, you can inch close to it on the next ledge and hit it with your axe, preserving magic.

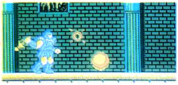


Get as close as you can, but be ready to dodge its projectiles!

E The two-headed mutant you encounter here is Caesar's "bouncer." Unwanted visitors, like Astyanax, will be forcibly evicted!

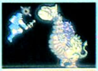


When he unrolls, rush in, kneel under his fire and hit him with the axe.

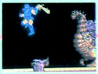


The "bouncer" is done for, now it's on to Caesar, the first boss!

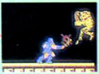
HOW TO DEFEAT CAESAR OF REMLIA



Hit the creature in the head to damage it.

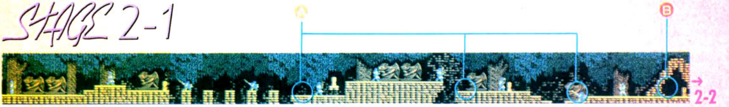


Jump over the head when it flies after you.



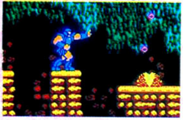
Cut loose with your remaining magic to take him out quickly.

STAGE 2-1

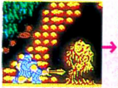


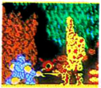
TM&© 1989 Jaleco USA, Inc.

A Bomber Blooms appear in the same locations every time you go through a stage. Memorize these locations.

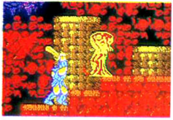

Use the Bind Spell to keep the Blooms from growing.

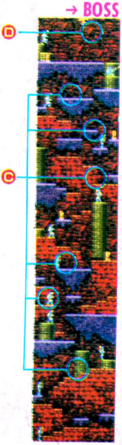
B The blobbish obscenity at the end of Redroad wants to cruise back and forth undisturbed. If hit, it will lash out with its tentacle.


Hit it while it's a blob and then back off quickly.

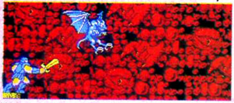

Hit and run, then jump over it when you're out of running room.

C Stage 2-2 scrolls upwards. You can use this to your advantage by attacking enemies from below.

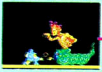

Jump and swing to hit the Plasmic Octopoids from underneath.

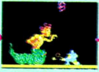


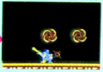
D Leathery wings keep the Bat Creature of Inazumi aloft. Stand on the platform and let him come to you.


Watch out for the little snakes he tosses at you.

HOW TO DEFEAT THE MEDUSA OF INAZUMI

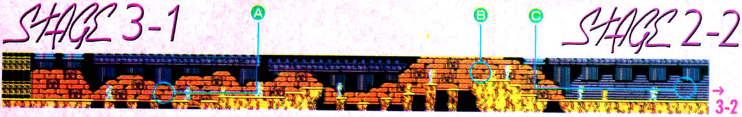

Fortunately, this Medusa-like fiend can't turn you to stone. She attacks by throwing snakes at you.


Dodge the snakes, move in and duck down to strike Medusa in the jewel onher stomach.

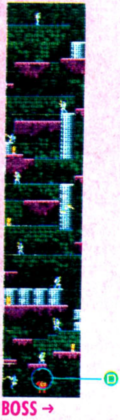

Use your remaining magic to score a quick victory.

STAGE 3-1

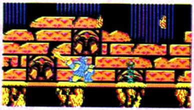
STAGE 2-2



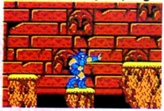
STAGE 3-2



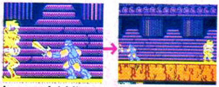
A You can defeat the Flaming Polyp here using your axe if you're cautious.


If you're standing at the center of the platform, its fire can't knock you off.

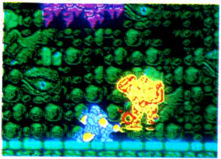
B If a plant is on a higher ledge, you must use magic to defeat it before jumping.


Use Bind to keep plants from sprouting.

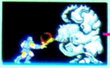
C No place is safe in the Minotaur's domain, where lightning falls like rain.

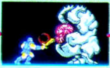

A powerful Minotaur is the ruler of Ryogoku. He attacks by cailing lightning from the sky.

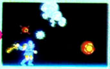
D The dues in Rent are collected by a four-eyed Stone Colossus. His concrete skin is exceedingly durable.


The Stone Colossus will try to back you against a wall. Hit and run tactics work best against him.

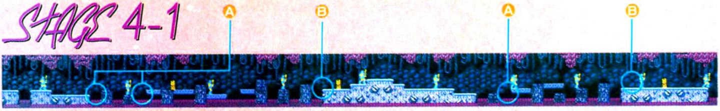
DEFEATING THE STONE MASTER OF RENT


The leader of the forces in Ryosoku and Rent wears a "suit" of solid rock. Hit the head to reveal the creature inside.

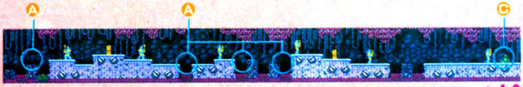

When you've hit his head enough, his armor will fall apart and the mental mutant will fly about the room using mental powers.


Get in as many full PW meter hits as you can, or use Blast or Bolt if you have magic remaining.

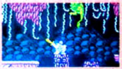
STAGE 4-1



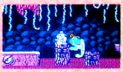
A Marshy is inhabited by some of the hardiest defenders you've yet encountered—the vicious Fishmen. If you wait until your PW meter is full before striking, you can beat them with two strikes.



→ 4-2

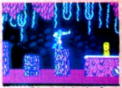


Stand about an axe length from where the Fishman leaps.

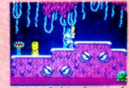


Use the directional arrow to stay on the platform when you're hit.

B In this stage, Bind will let you get past swarms of Fishmen, Medusa Eyes and Flaming Polyps.

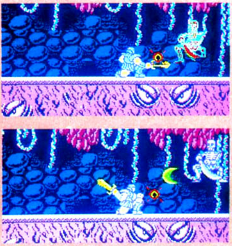


Use Bind right before you meet a group of attackers, then run past.



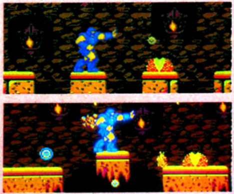
Try to fight when only a single Fishman attacks.

C Like all the other bothersome little bosses, this bony character is only there to delay Astyanax's advance.



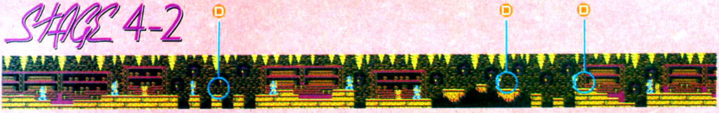
Fortunately, this skeleton will succumb to repeated axe hits.

D If the Bomber Bloom grows on a platform that is level with the one you're standing on, it can sometimes be safe to hit them with your axe.

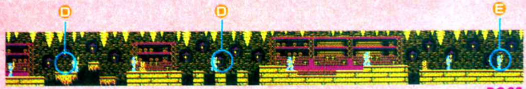


Never jump on a platform that has a Bloom or Polyp on it, even if there's room for you.

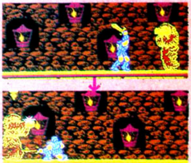
STAGE 4-2



E When the Wraith who guards Grave fully materializes, jump. His star will fly up and you can avoid it. Then move in and hit him with a few full PW strokes before he disappears.

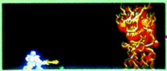


BOSS →

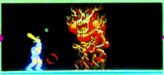


Although he looks frightening, he can be dealt with using normal weaponry.

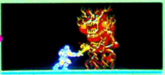
DEFEAT THE EVIL TREE CREATURE OF GRAVE



At the end of Marshy and Grave you'll encounter an evil Tree Creature with the power to summon living vines. Hit the seeds before they sprout.



The tree spirit attacks by breathing lightning. Avoid this dangerous blast and hit him in the head with full PW swings if possible.

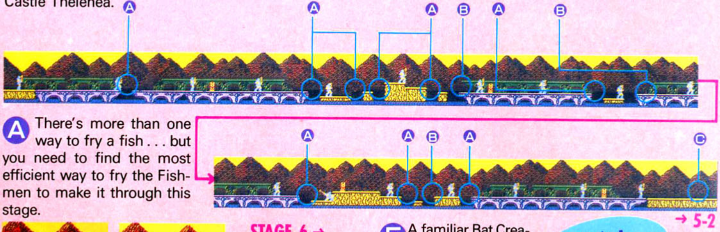


A few more chops and then it's on to the final road to Thelenea, where Princess Rosebud is being held.

STAGE 5-1

ASTYANAX™

A ruined causeway guarded by a variety of creatures leads to the castle. Blackhorn's minions will put up a stiff fight to prevent you from entering the Castle Thelenea.



A There's more than one way to fry a fish . . . but you need to find the most efficient way to fry the Fishmen to make it through this stage.

Out of the frying pan, into the fire.

This really is one of the toughest parts.

B Deadly foliage and flying creature attacks make the going difficult. Use extra caution.

If you noticed that there's dangerous spots in the entire stage . . .

You're beginning to get the picture!

C An Eagle and a Lion have been warped by Blackhorn's magic.

Try to beat the Lion first and then go for the Eagle.

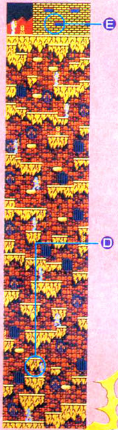
They will attack when they combine into one grotesque creature.

D Plasmic Octopoids should be tackled from below.

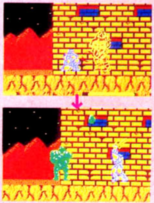
Jump when their spear is fully materialized to dodge it.

Once past them, don't fall back down or the creatures will reappear.

STAGE 6 →



E A familiar Bat Creature awaits you at the gate to Thelenea. Only this time he's green and extra mean.


You've fought this far—don't give up! Fight your way into the castle!

THEN . . .

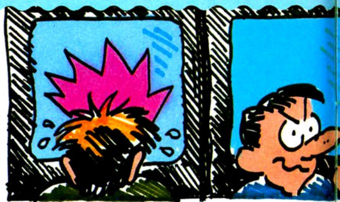
WHAT IS THIS???
IS THIS REALLY A CASTLE?

A SIGN!....
LET'S GO.....

You can do it Astyanax!!!

STAGE 5-2

NINTENDO POWER



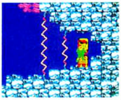
How Many Of This Issue's Top 30 Rated Game Paks Did You Pick?

TOP·30

We've heard that a lot of you enjoy reading our Top 30 listings every issue, and to tell you the truth, we like seeing which games are your favorites. But did you know the Top 30 can be a game, too. Once you've sent us your picks, try guessing which games will make the top 10. Get a friend to pick ten games, then check who guessed best in the next issue.

Use this key to find out how your favorites are doing.

🟪	These titles are new to the Top 30. Keep a close eye on them.
🟦	Games that are really on the move. These games have jumped up several places on the poll.
🟩	Favorites that have maintained their popularity among the Top 30.



1
7,754
POINTS

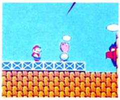
TEENAGE MUTANT NINJA TURTLES

Still in first place, Teenage Mutant Ninja Turtles packs comic book fun and adventure into your NES.

2
6,520
POINTS

MEGA MAN II

Dr. Wily's bag of robo-tricks is still full of surprises, like moving up to second place.



3
5,390
POINTS

SUPER MARIO BROS.2

Mario, Luigi and friends continue their second great adventure in style, holding on to third place.

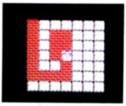
TOP!
GAME OVER

TOP 30

4 5,196 POINTS

ZELDA II—THE ADVENTURE OF LINK

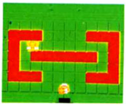
Nobody knows how many Links are currently stalking the enemies of Hyrule, but it must be a lot!



5 4,441 POINTS

DRAGON WARRIOR

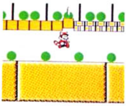
Alefgard is a difficult test for even the mightiest warrior. This game makes the grade, as well.



6 4,210 POINTS

THE LEGEND OF ZELDA

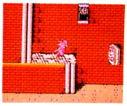
Zelda has been a hit for years now, and for video games, like dog years, that's really something!



7 3,754 POINTS

SUPER MARIO BROS.3

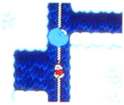
You've played it on Play-Choice 10 and now it's coming home to your NES. This is just the beginning.



8 3,619 POINTS

NINJA GAIDEN

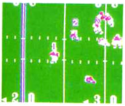
Great action keeps this one in the top 10. From what we've seen of the sequel, it will be up here, too.



9 3,477 POINTS

DISNEY'S DUCK TALES

There's a lot more here than quacks and birdbrains, and people are flocking to this great adventure game.



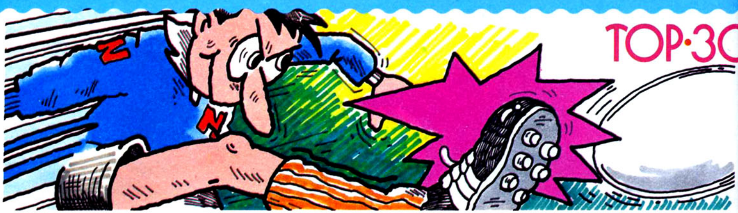
10 3,460 POINTS

TECMO BOWL

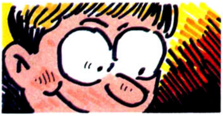
Football season may be over, but that hasn't stopped Tecmo Bowl fans from passing the pigskin.

11	2,947 POINTS	BIONIC COMMANDO
12	2,662 POINTS	TETRIS
13	2,562 POINTS	MARBLE MADNESS
14	2,427 POINTS	MEGA MAN
15	2,334 POINTS	FAXANADU
16	1,820 POINTS	METROID
17	1,761 POINTS	STRIDER
18	1,759 POINTS	BLADES OF STEEL
19	1,734 POINTS	CONTRA
20	1,666 POINTS	BAD DUDES
21	1,610 POINTS	THE GUARDIAN LEGEND
22	1,562 POINTS	CALIFORNIA GAMES
23	1,545 POINTS	PAPERBOY
24	1,482 POINTS	GOAL!
25	1,459 POINTS	ROBOCOP
26	1,449 POINTS	NOBUNAGA'S AMBITION
27	1,361 POINTS	BATMAN
28	1,332 POINTS	BASEBALL STARS
29	1,280 POINTS	JORDAN vs. BIRD: ONE-ON-ONE
30	1,111 POINTS	WHEEL OF FORTUNE

TOP·30



Players' Picks



	GAME	PTS
1	Teenage Mutant Ninja Turtles	3081
2	Super Mario Bros. 2	2976
3	Mega Man II	2827
4	Zelda II-The Adventure of Link	2813
5	Super Mario Bros. 3	2160
6	Ninja Gaiden	1631
7	Dragon Warrior	1477
8	Batman	1361
9	The Legend of Zelda	1333
10	Tecmo Bowl	1023
11	Disney's Duck Tales	1003
12	RoboCop	928
13	Super Off Road	889
14	Double Dragon II	832
15	Super Mario Bros.	784
16	Double Dragon	757
17	Faxanadu	756
18	Bad Dudes	749
19	Contra	723
20	Bionic Commando	693
21	Tetris	682
22	Strider	682
23	Metroid	661
24	Mike Tyson's Punch-Out!!	660
25	Blaster Master	650
26	Bases Loaded	646
27	Who Framed Roger Rabbit?	593
28	Blades of Steel	551
29	Mega Man	543
30	IronSword	536

ONE THROUGH SEVEN, THE PLAYERS PICKED 'EM ALL!

The Players seem to have their fingers on the pulse of the hottest games, picking all of the top seven this issue.

Pros' Picks

	GAME	PTS
1	Mega Man II	2994
2	Zelda II-The Adventure of Link	2383
3	Bionic Commando	2254
4	Dragon Warrior	2012
5	The Legend of Zelda	1996
6	Mega Man	1884
7	The Guardian Legend	1610
8	Super Mario Bros. 3	1594
9	Faxanadu	1578
10	Nobunaga's Ambition	1449
11	Disney's Duck Tales	1433
12	Metroid	1159
13	Strider	1079
14	Ninja Gaiden	1030
15	Romance of the Three Kingdoms	982
16	Fester's Quest	902
17	Super Mario Bros. 2	869
18	Legacy of the Wizard	805
19	Ultima	789
20	Castlequest	757
21	Tetris	724
22	Tecmo Bowl	708
23	Baseball Stars	660
24	The Adventures of Lolo	644
25	RoboCop	531
26	Who Framed Roger Rabbit?	483
27	Shadowgate	451
28	Teenage Mutant Ninja Turtles	435
29	Goal!	419
30	Mike Tyson's Punch-Out!!	386

WHAT'S MORE FUN THAN A GREAT GAME . . . ?

A great sequel! Or so it seems from the Pros' picks. We expect it's because they know a good thing when they play it.

Dealers' Picks

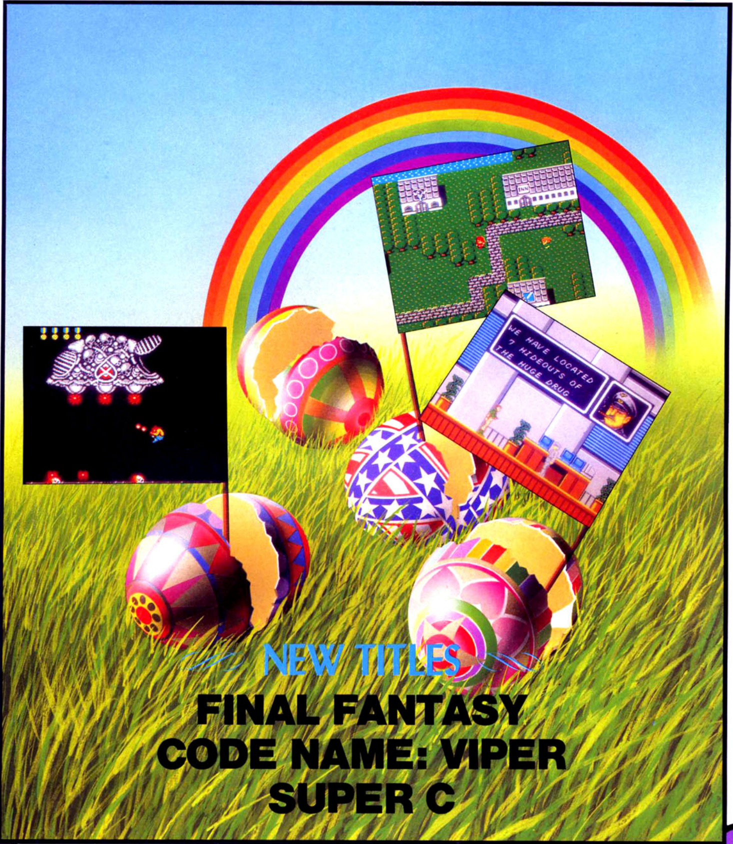
	GAME	PTS
1	Teenage Mutant Ninja Turtles	4238
2	Marble Madness	2562
3	Tecmo Bowl	1729
4	California Games	1562
5	Paperboy	1545
6	Super Mario Bros. 2	1545
7	Jordan vs. Bird: One-On-One	1280
8	Tetris	1256
9	Blades of Steel	1208
10	Wheel of Fortune	1111
11	Goal!	1063
12	Disney's Duck Tales	1041
13	Contra	1011
14	R.C. Pro-Am	976
15	Wrestlemania	961
16	Ninja Gaiden	958
17	Dragon Warrior	952
18	Bad Dudes	917
19	John Elway's Quarterback	896
20	The Legend of Zelda	881
21	Back to the Future	874
22	Pinball	850
23	Sesame Street ABC	822
24	Donkey Kong Classics	766
25	Excitebike	721
26	Mega Man II	699
27	Rad Racer	681
28	Baseball Stars	672
29	Jeopardy!	617
30	Mickey Mousecapade	606

THE TURTLES DO IT AGAIN! LONG LIVE THE TURTLES!

It's no coincidence that Players and Dealers are on the same wave length. If they weren't, there would be trouble in the sewers.

HERE'S A PEEK AT SOME GAMES YOU'LL SEE MORE OF IN FUTURE ISSUES!

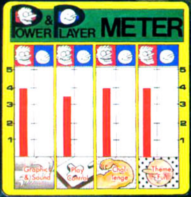
PREVIEWS


INN
WE HAVE LOCATED 7 HIDEOUTS OF THE HUGE DRUG

NEW TITLES

FINAL FANTASY
CODE NAME: VIPER
SUPER C

FINAL FANTASY™



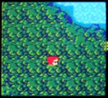
THE SUMMER OF FINAL FANTASY IS ALMOST HERE!

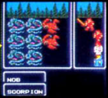
It's going to be the summer of Final Fantasy—The Role Playing Game from Nintendo that sets a new standard for adventure! Final Fantasy is not just bigger and better than earlier RPGs, it launches you into a universe more absorbing than The Legend of Zelda and more challenging than The Adventure of Link. And it's a blast to play! There's always a new goal to challenge your party of four Light Warriors, which you choose and command. Made up of fighters, thieves, mages or other adventurers, the party must explore endless castles, cities, caves and towers while forests, deserts and oceans must be braved and crossed in spite of more than 200 types of enemies! In fact, Final Fantasy is so big that you'll have to travel by ship, canoe and blimp to cover it all. And it is so involving that it will include an 84 page book detailed with maps, strategies and secrets to set players well on their way. This is not a game that can be finished in a few hours, or even a few days, but no matter how long it takes, every minute is exciting. Final Fantasy has a lithium battery like Zelda and Link to save your game, just in case you want to stop for food or water sometime.

TM&© 1987 Square, © 1990 NINTENDO

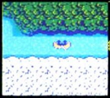
A VAST WORLD MUST BE CHALLENGED AND CONQUERED BY THE LIGHT WARRIORS ON THEIR QUEST

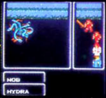
The party must visit all four corners of the world to complete their quest. Doing so will pit them against a staggering array of enemies and terrain. During an attack, you will see the enemy and the party against a background of the terrain in which they meet.


Thick forests cover much of the land.

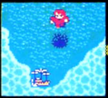


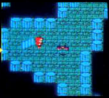
More enemies hide here than in fields.

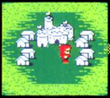

Hydras and pirana haunt the rivers.

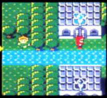


Don't waste magic on them. Use weapons.


Garland has filled the dungeons with monsters.

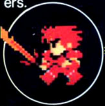

Victory will win you gold and weapons.

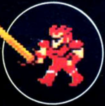

Towns offer weapons, armor and magic.


Talk to the people for valuable clues.

TRANSFORM CHARACTERS AT HIGHER LEVELS

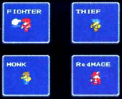
Your characters begin the quest with minimum experience and some weak attributes. Defeating enemies increases your Experience Points and strengthens the party. By performing tasks at later stages of the game your characters become a master of their profession with greatly increased powers.


The Fighter is strong, but just an amateur, still learning his art.


But if he proves himself worthy he will graduate to full knighthood.

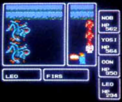
BUILD A STRONG PARTY

Selection of a balanced party is critical, for you will require many skills to overcome the enemies. More than 50 variations are possible, but not all are good. Try the Fighter, Monk, and Black and White Mages.

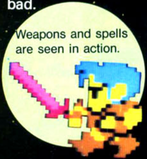


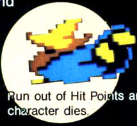
WATCH THE ATTACK SCREEN

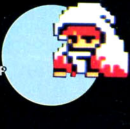
In Final Fantasy you will see the actions you command actually carried out by the characters. You will also see the results of those actions, both good and bad.

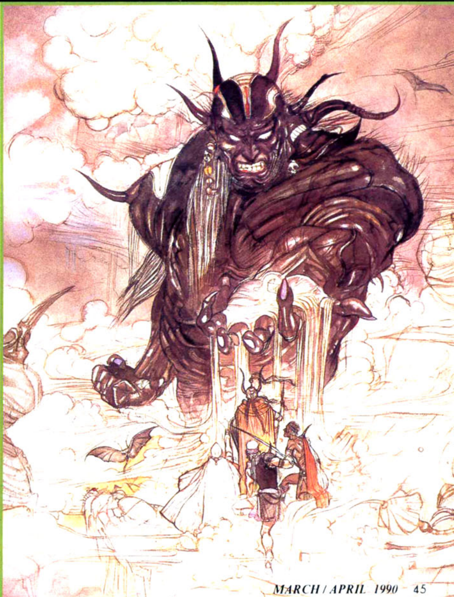


Both enemies and your party are shown.

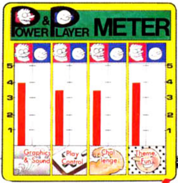

Weapons and spells are seen in action.


Run out of Hit Points and a character dies.


Characters stoop when HP is critically low.



CODE NAME: VIPER™

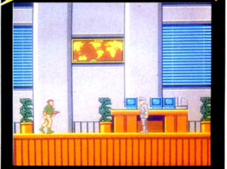


Mission Incredible!

A Grim Future . . .

Due to the efforts of a huge South American drug syndicate, the U.S. may be losing the war on drugs. Viper, the special operations team called in to deal with this threat, has lost contact with its agents in South America. They have only a single agent left, but he's their top man, Mr. Kenny Smith. In Code Name: Viper, an exciting new game from Capcom, you control the action as Kenny Smith launches a one-man assault on the syndicate's heavily guarded complexes.

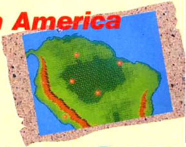
Mission Briefing



Commander Jones calls Kenny Smith into his office for an urgent mission briefing.

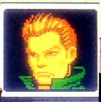
Destination: South America

Seven hideouts have been located and they are scattered throughout South America. A helicopter drops Agent Smith off at the entrance to each hideout. He's on his own from there on.



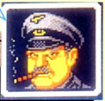
"Yes, Commander Jones."

"Invade the drug lords' hideouts, rescue the hostages and then blow up the bases."



Mr. Kenny Smith—Agent of Viper

Kenny Smith isn't called Viper's top agent for nothing. He's a sharpshooter with nerves of steel.



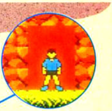
Commander Jones—Director of Viper

Founder of Viper and brilliant strategist, he expects nothing short of perfection from his agents.

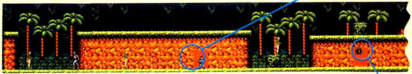
TM&© 1989 CAPCOM USA, Inc.

First Stage—Brazilian Jungle

Mission One



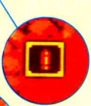
Indian ruins and a huge waterfall combine to give the first base the features of a natural fortress.

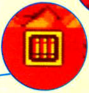


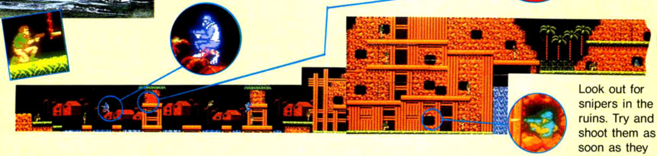
Mr. Smith's Arsenal

Kenny starts out with his trusty .45 caliber handgun. He'll discover additional ammunition stashed in the base.

Some rooms also contain hidden machine guns. These weapons only have a limited amount of ammo, and if Kenny runs out, he'll have to find more or use his .45.

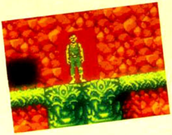






Look out for snipers in the ruins. Try and shoot them as soon as they appear.

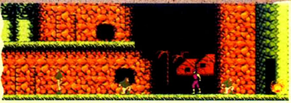
Locate the Captured Commando!



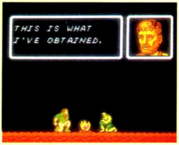
When Kenny locates the captive Viper agent in each base, he will get the bomb he needs to blow up the place.

In the later stages, Kenny travels all over South America to defeat the drug lords, from the jungles of Brazil to the mountains of Chile. Abandoned warehouses and ancient Incan ruins must be cleared of narco-terrorists. With grim determination, Kenny sets out to finish off the syndicate!

Stage One Mission Accomplished

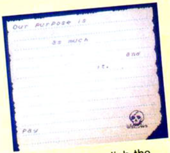


At the end of the stage, toss the bomb into the door, destroying the base.



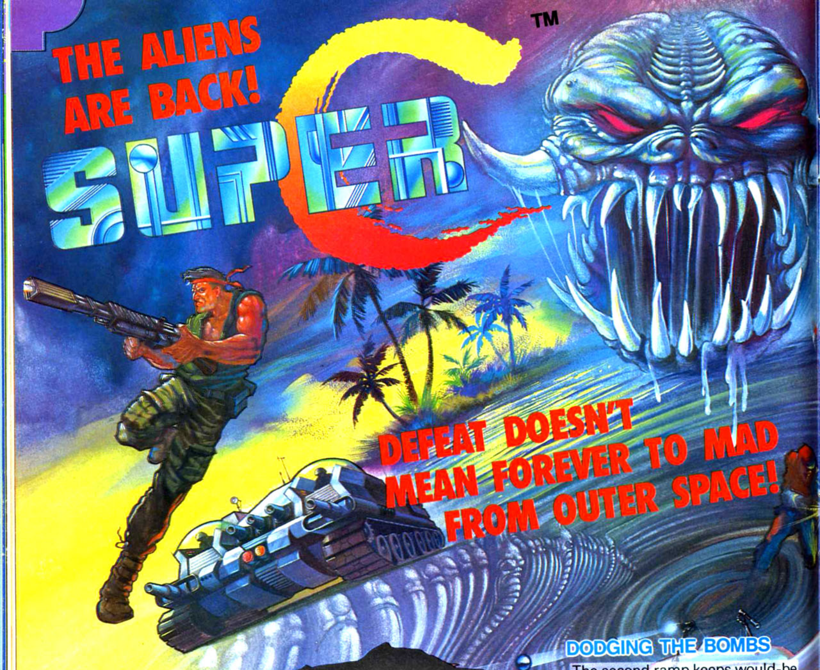
THIS IS WHAT
I'VE OBTAINED.

The rescued commando will also give Kenny a copy of the drug traffickers' master plan. However, it is incomplete and can only be pieced together after many stages have been finished.



Our purpose is
as much
and
it.
pay

Can Kenny demolish the drug syndicate and solve the mystery behind their schemes? Stay tuned for additional intelligence!

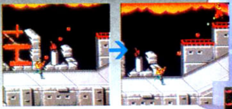

THE ALIENS ARE BACK!
SUPER C™
DEFEAT DOESN'T MEAN FOREVER TO MAD FROM OUTER SPACE!

STAGE 1
The Outpost

On the perimeter of alien territory is an outpost base with towers, gun emplacements, trenches and an army of rabid alien soldiers with the single mission of stopping you! Quickness and a steady stream of bullets are the key to survival.

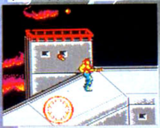
KNOW THY ENEMY

The alien invaders have a stunning weakness. They always attack from the same place. Knowing where they will appear allows you to be ready.

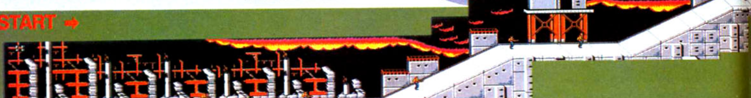


DODGING THE BOMBS

The second ramp keeps would-be heroes pinned down by a shower of bombs. Three bombs are lobbed one right after the other as you approach.



Run hard as soon as the third bomb explodes.



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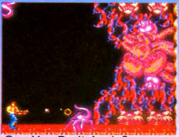
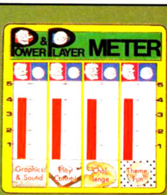
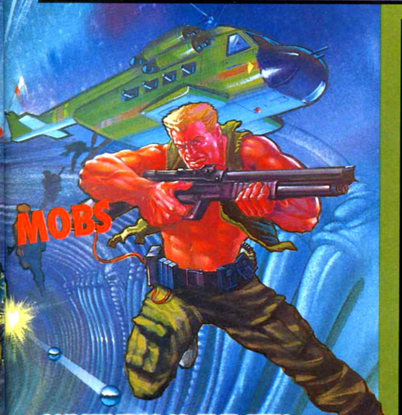
SOME ALIENS NEVER QUIT!

Hordes from the deepest, darkest reaches of the galaxy once challenged a couple of extremely tough humans who kicked their alien tails into the void. But like obnoxious relatives, the aliens have invited themselves back. Whether you play alone or with a partner, the non-stop action and super graphics can't be beat.


Can You Do It Again?





QUICKNESS IS THE KEY

With so many enemies constantly streaming out to get you, your best weapon is fast reflexes. Use every technique–jumping up, lying down and shooting at angles. Also find the best places to stand and fight.

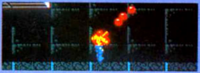
The aliens keep coming.

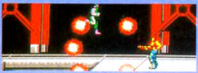
COLLECT POWER CAPSULES

Luckily, you have a little help against the alien army. Winged capsules containing power up options for your rifle fly overhead. Shoot them down to boost your fire power.

RAPID FIRE

Unless you have a controller with turbo, or tireless fingers, you'll need this.



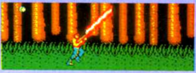


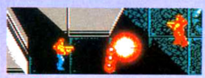
FIRE

Great balls of fire! This capsule converts your weapon into a flame throwing menace.

LASER

Both high powered and continuous shooting make the Laser an awesome weapon.





SPREADER

Your shots will fan out so you can take out lots of enemies all at once.

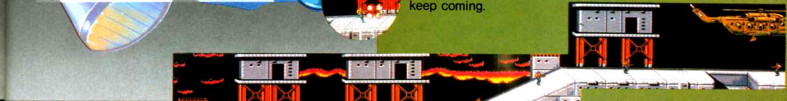
ROW

A new and improved Rapid Fire allows you to reach the end stages.

BARRIER

This protective capsule will keep you on your feet when the house is coming down.

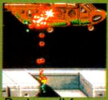
⇩THE BOSS

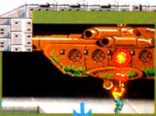


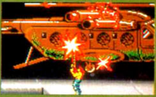
Pass the bombs and charge ahead.

BLAST THE CHOPPER

At the end of the Outpost stage you will be attacked by a helicopter gunship. Shoot the gunports first while avoiding unfriendly fire and emerging soldiers. Try standing to the right.


Destroy all four gunports.


Concentrate your fire on the target.


You're on your way.

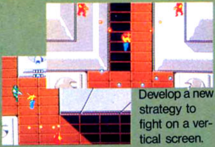
BEYOND THE OUTPOST!

Included below are pictures of the stages you'll encounter as you move deeper into alien held territory. Each stage has its own unique terrain and enemy characters, and each holds secrets that must be unlocked if you are to reach the next stage. Super C will challenge even the top Power Players, so don't get frustrated if it takes awhile.

STAGE 2

The First Base

The view changes to a vertical scroll. Use what cover you can and blow away the big guns, which are powerful. Watch out for soldiers with hand weapons.

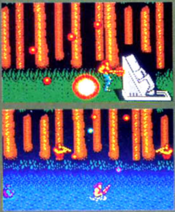


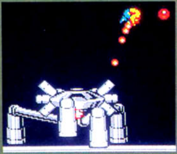
Develop a new strategy to fight on a vertical screen.

STAGE 3

The Jungle

Beyond the base stretches a vast swampy jungle. Here the enemy hides up in the trees and down in the tall grass. Pools lie in your path, which may prove useful if you hold your breath.



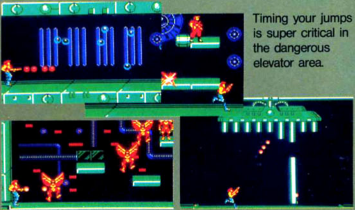


When the action gets too hot, duck underwater to cool off. While you're submerged you'll be safe.

STAGE 4

The Inner Base

Both horizontal and vertical challenges await you within the Inner Base. Here you must fight your way up an elevator swarming with winged aliens. Extra lives will be a great help.

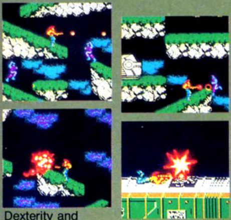


Timing your jumps is super critical in the dangerous elevator area.

STAGE 5

The Cliff

Aliens with jet-packs and rolling stones will try to keep a good man down, if they can. Precision jumping and shooting will help you up this treacherous slope.

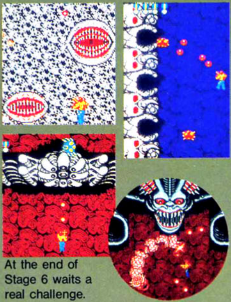


Dexterity and jumping skills will get you up the cliff.

STAGE 6

Entry To HQ

The further you go the tougher it gets. To make it this far you have to have stamina or a lot of luck.

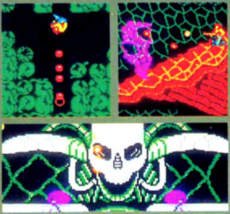


At the end of Stage 6 waits a real challenge.

STAGES 7&8

Headquarters

Aliens straight out of the movies pursue your every step as you search for their leader. When you find it, you'll probably wish you hadn't.



MORE TO COME IN FUTURE ISSUES!

SUPER C™
NINTENDO POWER™

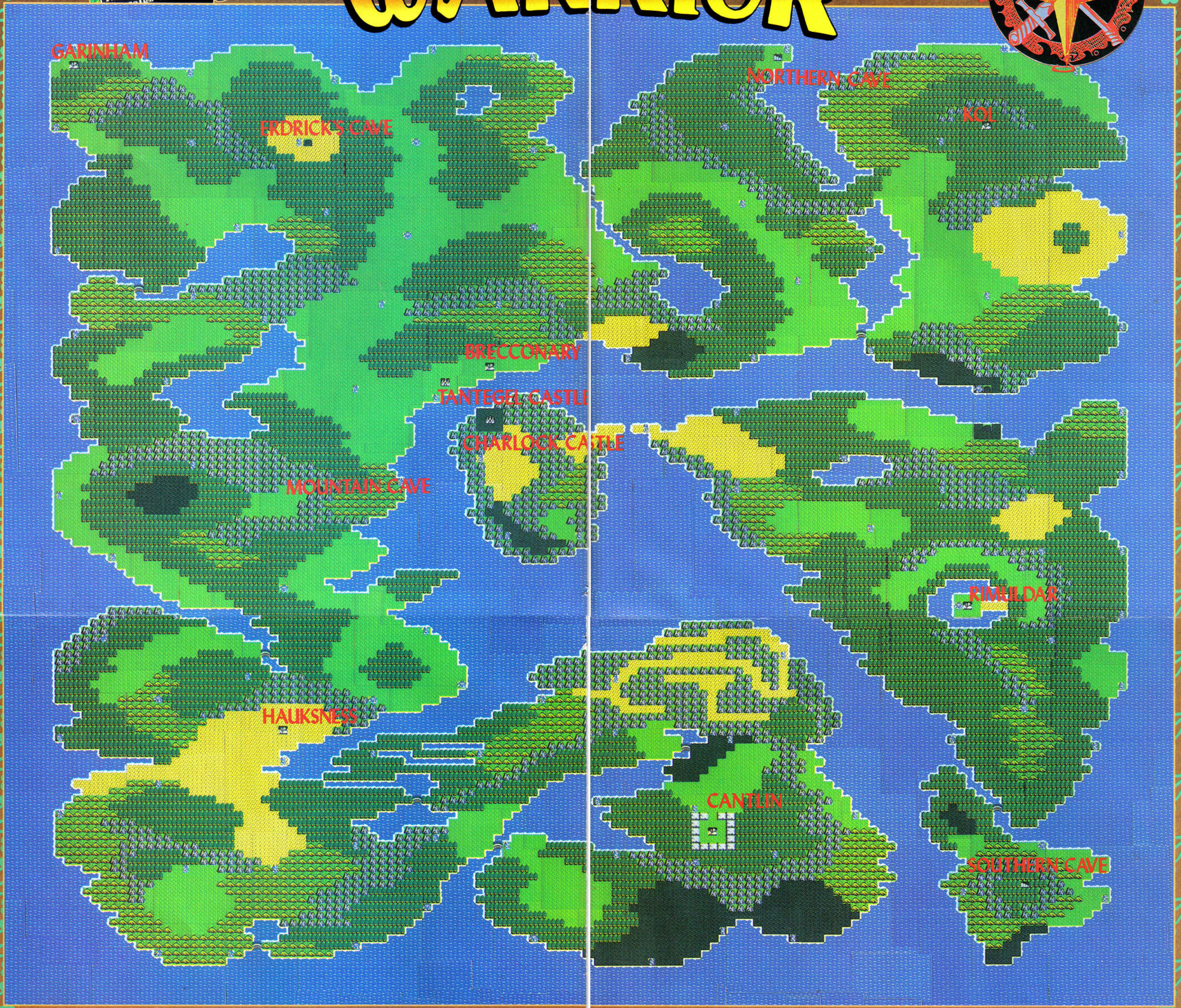
NEST
LV 15
HP 69
MP 25
G23961
E10488

COMMAND
▸FIGHT SPELL
RUN ITEM

Quietly Golem closes his eyes and settles into sleep.
Golem is asleep.

DRAGON WARRIOR™

NEST
LV 15
HP 22
MP 32
G 1874
E11002



BRECCONARY

WEAPON SHOP

Bamboo Pole	10G
Club	60G
Copper Sword	180G
Clothes	20G
Leather Armor	70G
Small Shield	90G

ITEM SHOP

Herb	24G
Torch	8G
Dragon's Scale	20G

SPECIAL SHOP

Fairy Water	38G

GARINHAM

WEAPON SHOP

Club	60G
Copper Sword	180G
Iron Axe	560G
Leather Armor	70G
Chain Mail	300G
Half Plate Armor	1000G
Large Shield	800G

ITEM SHOP

Herb	24G
Torch	8G
Dragon's Scale	20G

In the Grave of Garinham you'll find the valuable Silver Harp.

KOL

WEAPON SHOP

Copper Sword	180G
Hand Axe	560G
Half Plate Armor	1000G
Full Plate Armor	3000G
Small Shield	90G

ITEM SHOP

Herb	24G
Torch	8G
Dragon's Scale	20G
Wings	70G

Search for the Fairy Flute south of the fountain.

RIMULDAR

WEAPON SHOP

Copper Sword	180G
Hand Axe	560G
Broad Sword	1500G
Half Plate Armor	1000G
Full Plate Armor	3000G
Magic Armor	7700G

SPECIAL SHOP

Key	53G

To reach the key shop go around the edge of the town starting from the entrance.

CANTLIN

WEAPON SHOP 1

Bamboo Pole	10G
Club	60G
Copper Sword	180G
Leather Armor	70G
Chain Mail	300G
Large Shield	800G

WEAPON SHOP 2

Hand Axe	560G
Broad Sword	1500G
Full Plate	3000G
Magic Armor	7700G

WEAPON SHOP 3

Flame Sword	9800G
Silver Shield	14800G

ITEM SHOP 1

Herb	24G
Torch	8G

ITEM SHOP 2

Dragon's Scale	20G
Wings	70G

SPECIAL SHOP 1

Key	98G

SPECIAL SHOP 2

Fairy Water	38G

Enter the grey roofed building in the center of town to learn more about your identity.

TANTEGEL CASTLE

Key	85G

Stone of Sunlight

HAUKSNESS

Erdrick's Armor

GARINHAM

Silver Harp

NORTHERN CAVE

Staff of Rain

SOUTHERN CAVE

Rainbow Drop

ERDRICK'S TOKEN

Lies 70 South
and 40 East of
Tantegel.

DRAGON WARRIOR™

TEXT ADVENTURE

Have you ever wondered how decisions are made in a Role Playing Game such as Dragon Warrior? In this text adventure you'll see how your choices lead to particular results. It's the same sort of process that's at work in the computer chips of your NES—what we call "if, then" statements. This is also a good way to learn about the strategy of Dragon Warrior and have some fun.

Rules of The Game

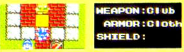
As a warrior about to set out on a quest you have 10 Hit Points (HP), 0 Magic Points (MP) and 120 Gold. Read what happens in each frame, then either choose from the list of options or go to the frame number indicated if there is only one option. When attacked by monsters your HP will be reduced, and if it reaches 0, the game is over. Your success depends on how well you make decisions and how well you remember wrong turns and dead ends. There are many dangers, and the choice that works once may not work in a different situation.

START

As the descendant of Erdrick, a great warrior of old, you are about to set out on the first leg of a quest to defeat the Dragonlord who has taken over the Kingdom of Alefgard. You begin in Tantegel Castle and, as you stand at the gate, you must decide which direction to take.

A. East, go to #1
B. South, go to #2
C. West, go to #3
D. North, go to #4

1



WEAPON:Club
ARMOR:Cloth
SHIELD:

Town of Brecconary: Buy a weapon and armor before setting out.

—Head West, go to #5

2

You are lost in a mountain cave. Suddenly a Drakee appears. What do you do?

A. Fight, go to #9
B. Run, go to #10

3

Before you lies a great lake. As you draw near a Ghost appears.

—Go to #11

4

Looking north you see rugged, impassable mountains. Which way do you go?

A. If right, go to #12
B. If left, go to #13
C. If back, go to #7

5

Proceeding to the West, a Red Slime appears. Do you . . . ?

A. Fight, go to #8
B. Run, go to #14

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6

You have come to the town of Brecconary. Pay 6 Gold and recover your strength at the Inn before moving on.

—Go to #16

7

Before you waits a Slime, but it hasn't seen you. What action do you take?

A. Fight, go to #9
B. Run, go to #10

8

After a strong attack you defeat the Slime and receive 2 Experience Points and 1 Gold. You set out, this time toward the . . .

A. East, go to #6
B. South, go to #15
C. West, go to #3
D. North, go to #16

9

Attacking with your bare hands wasn't such a good idea. You inflicted 1 damage point while you received 5 damage points from the monster. Now what?

A. Fight, go to #18
B. Run, go to #10

10

You've escaped!

A. Return to Brecconary, go to #1
B. Move straight ahead, go to #13

11

You are attacked before you even see the monster.

A. Fight, go to #8
B. Run, go to #16

12

Heading to the right you enter the forest where a Drakee appears, looking rather mean.

A. Fight, go to #9
B. Run, go to #10

13

Going left brings you to a field. Which direction do you go now?

A. West, go to #3
B. South, go to #1
C. North, go to #2

14

Luckily you've escaped, but you can't earn Experience Points or Gold by running away. Return to Start.

15

A Magician attacks using the Hurt spell. You respond by . . . ?

A. Fighting, go to #20
B. Running, go to #16
C. Using a Spell, go to #43

16

Seeing a cave to the North, you proceed to the . . . ?

A. East, go to #21
B. West, go to #22
C. North, go to #23

17

You've attacked an enemy before it was prepared and won a great victory, gaining 8 Experience and 10 Gold. You go up 1 Level and learn the spells of Heal and Hurt. Your HP is at 30 and your MP is at 16. Where do you go next?

A. East, go to #44
B. North, go to #45
C. South, go to #46

18

Your attack inflicted 1 point of damage on the enemy while you received 5 points of damage. Your HP is at 2.

A. Fight, go to #19
B. Run, go to #1
C. Spell, go to #43

19

Good punch. You knocked down the enemy and gained 2 Experience Points and 1 Gold. Now let's go back to town.

—Go to #1

20

A great blow! The enemy is defeated. It's time to go back to the town.

—Go to #6

21

Crossing the bridge, you see a Magician.

A. Fight, go to #24
B. Run, go to #25
C. Spell, go to #43

22

A bridge lies to the South and some hills to the North. Where do you go?

A. North, go to #26
B. South, go to #21

23

You are inside Erdrick's Cave. With the torch lit, you discover a treasure chest. Inside is a tablet that tells of ancient deeds. It also tells you that you must find 3 special items to succeed in your quest. Where do you go from here?

A. North, go to #27
B. West, go to #26
C. East, go to #21

24 The attack on the Magician leaves you with 10 points of damage from the Hurt spell and the Magician with only 3 points of damage.
–Go to #60

25 You received 3 points of damage during the attack, but managed to run away. For protection you must use one of the items in the list.
A. Torch, go to #29
B. Fairy Water, go to #30
C. Herb, go to #31
D. Dragon's Scale, go to #32
E. Wings, go to #33

26 In the hills a Drakee attacks!
A. Fight, go to #35
B. Run, go to #36
C. Spell, go to #43

27 Going North you reach the ocean. Where do you go next?
A. East, go to #37
B. West, go to #28

28 You spot a town ahead in the distance.
–Go to #38

29 Nothing happened after lighting the torch.
–Go to #34

30 Sprinkling the Fairy Water all over you will keep the monsters away.
–Go to #6

31 Herb heels your wounds and you recover your strength.
–Go to #16

32 The Dragon's Scale doesn't do anything.
–Go to #34

33 Once you've put on the wings they speed you back to the castle.
–Go to #6

34 A Magician appears.
–Go to #24

35

You've attacked the Drakee and both of you received 3 points of damage.
A. Fight, go to #20
B. Run, go to #6
C. Spell, go to #43

36 Running away from the enemy, you find yourself back at the castle.
–Go to #6

37 Near a lake in the woods you come upon a Slime.
–Go to #8

38

12

'Welcome to Garinham.
May thy stay be a
peaceful one.'

You have reached the town of Garinham and discovered that there is a locked door, behind which lies an important secret. You also learn that the princess is somewhere to the East. Where do you go?
A. East, go to #39
B. West, go to #40
C. North, go to #40
D. South, go to #40

39 Crossing the bridge you walk southward along the ocean shore where you see another bridge. Which direction do you go?
A. East, go to #41
B. West, go to #42

40 You really should go eastward.
–Go to #38

41 Once you've crossed the bridge a Magidrakee appears, but it doesn't see you.
A. Fight, go to #17
B. Run, go to #25

42 Heading West takes you into the Poisonous Swamp. With every step your HP goes down. What do you do?
A. Use items, go to #31
B. Use spell, go to #43

43 Unfortunately, you haven't mastered the spell yet and you pass away in the bog. Alas.
Game Over–Go to Start

44 In the eastern desert you encounter a Scorpion.
A. Fight, go to #47
B. Run, go to #48
C. Spell, go to #49

45 To the North you see a town. You head toward it, intending to rest at the Inn and restore your strength.
–Go to #50

46 You are in the Poisoned Swamp. What should you do?

A. Continue forward, go to #53
B. Go back, go to #45

47 The Scorpion's attack inflicted 5 damage points while you gave it 8 damage points. What do you do now?

A. Fight, go to #54
B. Run, go to #48
C. Spell, go to #49

48 You are attacked and lose a great deal of HP. You need to return to the town and recover. Which direction do you go?

A. West, go to #6
B. North, go to #45
C. South, go to #46

49

The Hurt spell is delivered and the enemy gets 10 damage points.

A. Fight, go to #51
B. Run, go to #48
C. Spell, go to #52

50 A Skeleton attacks before you reach the village.

A. Fight, go to #55
B. Run, go to #56
C. Spell, go to #57

51 You inflicted 5 points of damage and defeated the monster, but you need to recover HP at a town.

—Go to #45

52 The Hurt spell inflicted 8 damage points.

—Go to #45

53

Weakened from battle, you come upon a cave and, with a lit torch, enter. There a Druin attacks from the shadows. Your HP is down to 5. What do you do?

A. Fight, go to #58
B. Run, go to #56
C. Spell, go to #59

54 Your attack gave the monster 20 points of damage.

—Go to #45

55 The attack on the Skeleton leaves you with only 6 HP and 0 MP. The Skeleton received 6 points of damage.

A. Fight, go to #62
B. Run, go to #61
C. Spell, go to #63

56 The enemy has cut off your retreat and attacks!

—Go to #60

57 Your Hurt spell inflicted 8 points of damage while you received 10 damage points.

A. Fight, go to #55
B. Run, go to #61
C. Spell, go to #55

58 Your attack gave 7 points of damage to the enemy and you sustained 6 points of damage.

—Go to #60

59 Using the Hurt spell you inflicted 10 points of damage, but received 6.

—Go to #60

60 Alas, you have died without completing your quest. If you return to Start you can try again.

61 You have escaped and, after recovering your strength at an Inn, you are ready to go.

—Go to #50

62 Your attack using the Club defeats the enemy with 15 damage points. Your Level goes up to 7. Your Maximum HP is 39, MP 26.

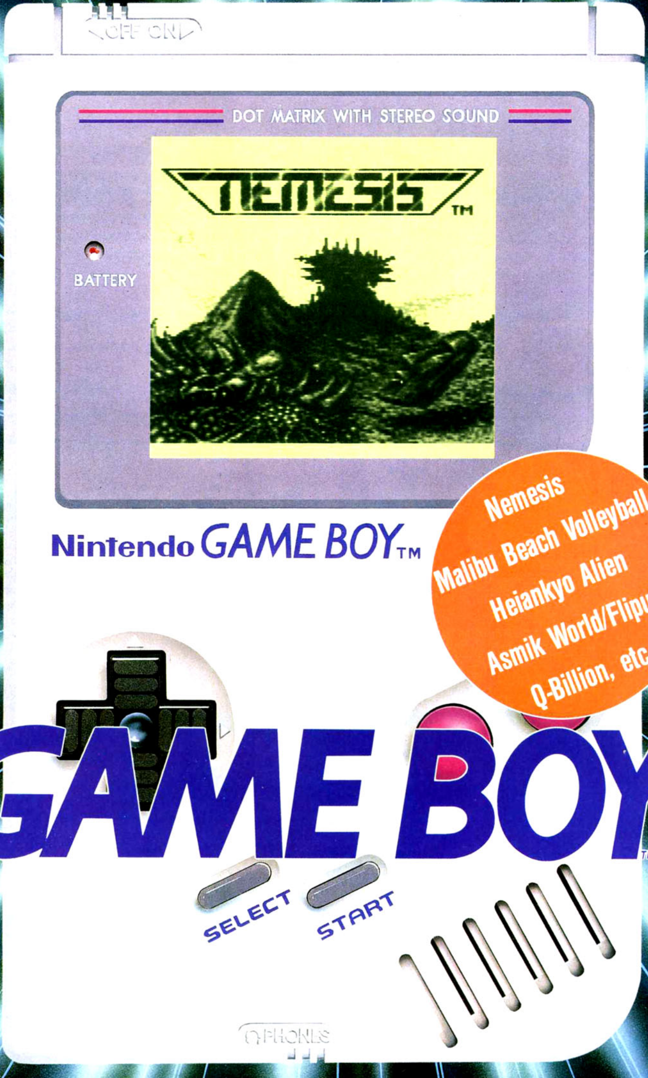
—Go to #64

63 You cannot use the spell because your MP is 0.

—Go to #55

64 Congratulations — You have reached a village where people tell you to go South through the Poisoned Swamp to the town of Rimuldar. But first you should buy a Copper Sword, half plate armor and a small shield. Also stock up on Herb for the long journey.

You have succeeded in overcoming the early stages of Dragon Warrior, just as you would in the real game. Congratulations. It is a game of choices and strategy, as you can see, and the further you go in this world the more you are able to do. Items must be found and mysteries solved, but you must also continue gaining experience against the monsters of the Dragonlord.


OFF ON
DOT MATRIX WITH STEREO SOUND
NEMESIS TM
BATTERY
Nintendo GAME BOY TM
SELECT
START
PHONES

GAME BOY™

Nemesis
Malibu Beach Volleyball
Heiankyo Alien
Asmik World/Flipull
Q-Billion, etc.

GAME BOY

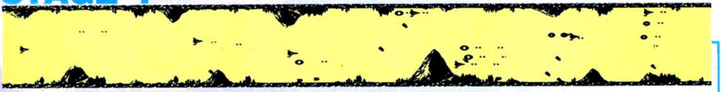
NEMESIS™

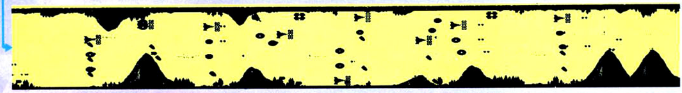
from Konami

BATTLE THROUGH A HI-TECH ALIEN FORTRESS!

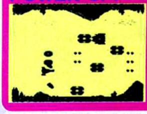
Action packed space adventure in the style of the NES classic, Gradius is on its way to Game Boy! Nemesis, from Konami, features five stages of great graphics and challenging game play with two levels of difficulty. Burst through wave after wave of invaders in your supercharged spacecraft to a final battle with the awesome alien bio-computer.

STAGE 1

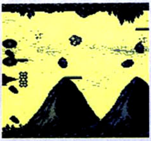




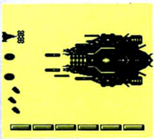
POWER UP!



Gain special weapons and defenses by collecting power-up Capsules.

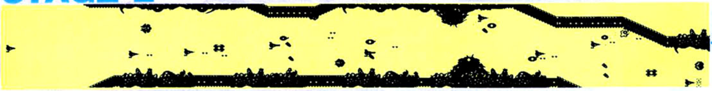


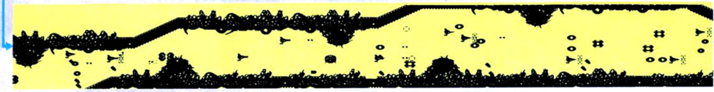
Stay in the upper-left corner and fire until you can advance.

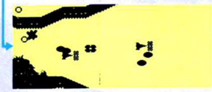


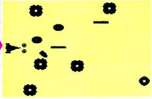
Shoot out the five shields of the Stage 1 leader and avoid its multiple Missile attack.

STAGE 2

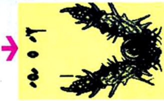








Endure an attack of enemies in all directions. It will pay to have shields here.



Aim for the middle of the Stage Two leader and fly around when it closes in.

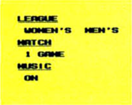
MALIBU BEACH VOLLEYBALL

from Activision

Team up with a friend or match up on the other side of the net for sand blasting fun. It's world championship volleyball!

MODE SELECT

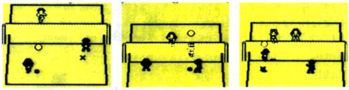
Set up your play for the volleyball title by choosing the league and the number of games to the match.



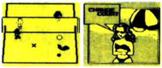
LEAGUE
WOMEN'S MEN'S
MATCH
1 GAME
MUSIC
ON

BUMP, SET AND SPIKE

Establish the rules. If you want to win, team play is the only way to go.



Practice and play to win. A beach bystander will referee the action.



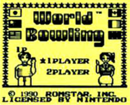
WORLD BOWLING

from Romstar

Compete in six countries for the World Bowling title. Set up your shot and send the ball rolling. You'll advance with a high score.

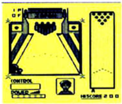
MODE SELECT

Choose a boy or girl bowler and select the ball weight. A light ball will curve more across the lane.

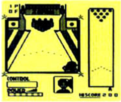


World Bowling™
1P
★1PLAYER
2PLAYER
© 1990 ROMSTAR, INC.
LICENSED BY NINTENDO

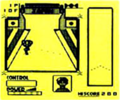
GO FOR THE WORLD CHAMPIONSHIP!



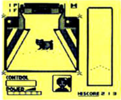
The bowlers are evenly matched



It takes strength and accuracy to win.



Knock 'em down for a big score.



Advance to the next round.

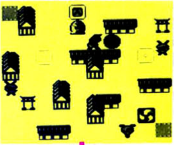
HEIANKYO ALIEN

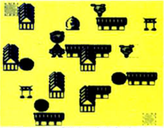
from Meldac

It's a classic in Japan and now Heiankyo Alien make its way to Game Boy. You can play the original or updated version.

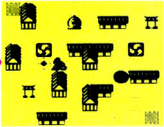
ALIEN ATTACK!!

Aliens have come down on your small village and you must trap them before they can get you. Dig holes and wait for the Aliens to fall in.





Quickly fill in the holes.



You've done it. The Aliens are gone!

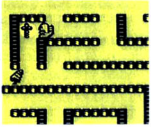
BOOMER'S ADVENTURE IN ASMIK WORLD

from Asmik

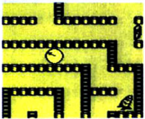
Asmik's mascot, Boomer, is ready for his own Game Boy adventure! He's got to get to the top of the Asmik World tower.

BOOMER'S READY TO GO!

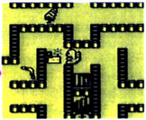
There's a Key on each floor of the Tower that opens the door to the next floor. Boomer can dig holes to find the Keys and ward off enemies.



GET SPECIAL ITEMS TO FIND THE KEYS.



The Compass directs Boomer toward the buried keys.



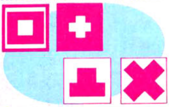
The Radio signals the Key's location.

FLIPULL

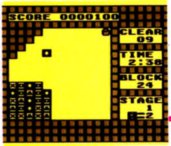
from Taito

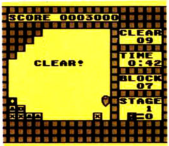
You'll have to think quickly and carefully while playing this new puzzler. There's a stack of Cubes that have to be cleared and time is ticking away.

KNOCK OUT CUBES WITH THE SAME SYMBOL



Throw Cubes into the stack and aim for Cubes that have the same shapes. Those Cubes will clear out and the next Cube in the line will bounce back. Toss that one in and keep clearing.





Throw in Cubes and keep track of what's next until you reach the goal.

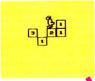
QBILLION

from Seta

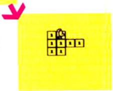
This little mouse has his work cut out for him. He's got to even out the stacks of blocks so that they're all just one block high. It's harder than it looks.

GAME A

Stategy is key here. You can only push blocks that are one block higher than the surface that you stand on. You must stand on a two block stack to push a three block stack.



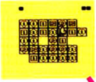
Even out the stacks.



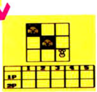
You did it!

GAME B

The game here is to match groups of four blocks that have the same shapes. When a match is made, the group disappears. Clear the screen before time runs out.



Match the shapes.

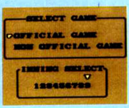


Score another victory.

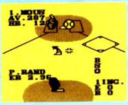
Coming Up! New for Game Boy!

Bases Loaded GB

The Game Boy adaption of Jaleco's NES hit Bases Loaded could be hot! View the action from behind the plate when you're batting and from the field when you're pitching. It's great for Video Linking!



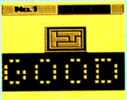
Select a real game or just a few innings.



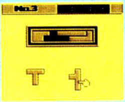
Plan out your pitch before you throw.

Daedalian Opus

Get ready for an incredibly challenging puzzle game from Vic Tokai. Twist and flip geometric shapes so that they fit snugly into a closed area. It's a real mind boggler.



Fit the pieces into the frame.



It gets difficult quickly!

In The Works

Game Boy titles are being developed by dozens of companies for 1990. LJN is busy working on several, including a basketball game, an adaption of T & C Surf Design and a game based on the Saturday morning show, Beetlejuice. Ultra is developing a driving game and a Skate or Die style game. You can expect Lock 'N Chase from Data East in the future. It's a fast action game with fun characters. Tradewest is working on Double Dragon for Game Boy and Mindscape is adapting Paperboy. Watch for details in future issues!

SUPER SPRING SMASH HITS!

New Games Now Available

Tecmo World Wrestling

Abadox

Bases Loaded II

Baseball Simulator 1,000

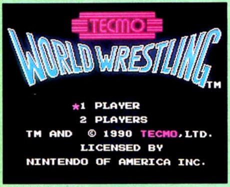
Al Unser Jr.'s Turbo Racing

The Battle of Olympus

Xexyz

Rescue: The Embassy Mission

Our "New Games" Section this time around is packed full of great game paks! These eight are just a few of the new games available for the NES that deserved more coverage, but that we just couldn't find space for a full review this time around. So if you're looking for a new game and just can't decide, give these "New Games" a look!


TECMO WORLD WRESTLING TM

★1 PLAYER
2 PLAYERS
TM AND © 1990 TECMO, LTD.
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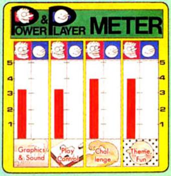
NINTENDO OF AMERICA INC.

TM&© 1989 Tecmo, Inc.

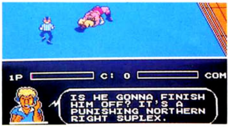
TECMO WORLD WRESTLING™

You may be wondering what the world needs with another wrestling game for the NES. Next thing you know they'll have a controller called the Octopus. But Tecmo has done an excellent job with its entry into the wrestling ring, and wrestling fans will appreciate the many unique features included in this game such as close up shots and a ringside throw-by-throw announcer.



THE ANNOUNCER CALLS IT AS HE SEES IT

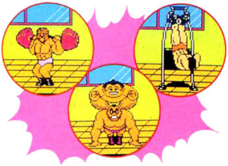
Look for the moves your opponent throws, and the success of your own moves by watching the calls.


1P C: 0 COM

IS HE GONNA FINISH HIM OFF? IT'S A PUNISHING NORTHERN RIGHT SUPLEX.

GET INTO SHAPE IN PRE-MATCH TRAINING

In one of three exercises, hit the A Button repeatedly as fast as possible to gain strength.



USE EACH WRESTLER'S BEST MOVES

"The Samurai"
AKIRA DRAGON
Try the Back Brain Kick, but don't expect too much from it.

"Striker"
EL TIGER
The Back Drop is his best move. Try punches too.

"Greek Warrior"
PAT GORDON
The Power Slam helps drain an opponent's energy.

"British Star"
REX BEAT
Try the Death Drop on an opponent outside the ring.

"Kung-Fu Master"
JACKIE LEE
He can put 'em on the mat with a Power Slam.

"The Siberian Machine"
BORIS CHEKOV
When his opponent is down use the Power Swing.

"Mr. Tatoo"
MARK ROSE
Get the drop on the other guy with the Back Drop.

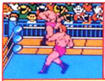
"Iguanaman"
JULIO FALCON
Death Drops and Power Slams are his bread and butter.

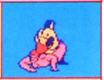
"The Flying Grenade"
RANDY GOMEZ
Try a combination of Back Brain Kick and Power Bomb.

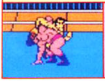
"The Technician"
Dr. GUILDO
Try the Power Slam or the Giant Swing.

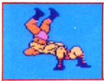
PUT THE MOVES ON YOUR OPPONENT 33 WAYS!

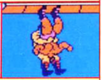
There are so many moves possible that it's difficult to master them all. Concentrate on speciality moves.

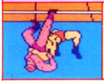

A HAMMER WHIP

SCORPION DEATHLOCK



ROYAL OCTOPUS HOLD


BACK DROP

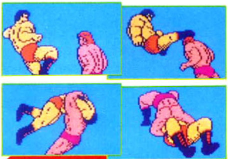
THE PILE DRIVER



THE GERMAN SUPLEX

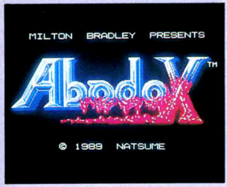
DOZENS OF MOVES

CLOSE UP MODE SHOWS THE WINNING THROWS

When your energy, or opponent's energy runs low, you'll see close up shots of the moves. It means someone is about to win.



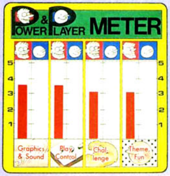
WRESTLE THEM ALL



TM Milton Bradley Co. © 1989 Natsume.

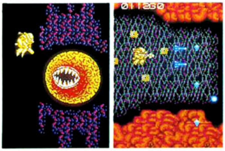
ABADOX™

Blast into a strange and new, alien adventure from Milton Bradley. A massive creature is eating planets and you must find a way to stop it before Earth is gone. You have a jet pack, armored suit and a powerful cannon. There will be stronger weapons on the way. Now set off on your journey to the Heart of the beast.



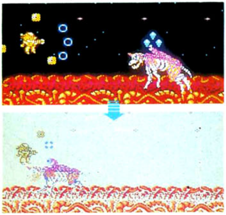
THROUGH THE HORDES OF EVIL SPACE MUTANTS

The path of the creature has crossed many strange star systems. On the way it has picked up an army of parasitic beings who preserve the creature and attack invaders.



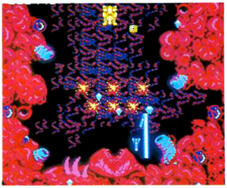
BLAST INTO THE BEAST

Soar over the surface of the creature in the first stage and take on a weird skeletal mass at the halfway point. You'll find a safe spot in the upper left part of the screen where you can avoid this being's diamond shaped shots.



MOVE DOWN DEEP UNDER THE SURFACE

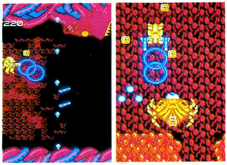
Something that makes this space adventure different from any other is the unique change in course. In Stage Two, you'll head down and travel deep into alien infested areas.



Travel down into parts unknown.

THE ADVENTURE GOES ON

As you get closer to the Heart of the planet-eater, the alien creatures are even stranger and more difficult to eliminate than ones that you've encountered already. Think quickly, keep firing and move on!

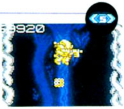


POWER-UP WITH SPECIAL ITEMS

Blast the blue rockets to reveal items that will give you special powers.

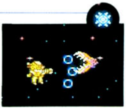
SPEED

This item will allow you to have better maneuverability.



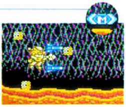
3-WAY

No creature will get by you when you can fire at three different angles.



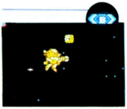
MISSILE

Send out a dual Missile attack to get enemies on the sides.



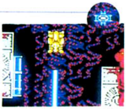
SATELLITE

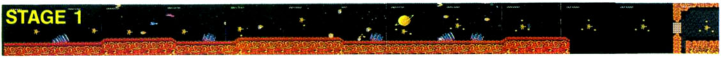
Collect items that will rotate around you and beat enemies up close.

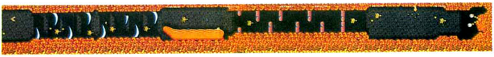


LASER

A straight, powerful beam will pulverize anything in its way.







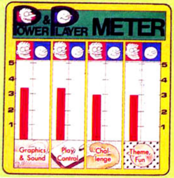
STAY BACK WHILE FIGHTING THE CREATURE AT THE END OF STAGE 1 AND AIM FOR THE EYES.

Bases Loaded II
TM
START
CONTINUE
Bases Loaded II © JALECO 1989
TM AND © 1989 JALECO.LTD
LICENSED BY
NINTENDO OF AMERICA INC

TM&© 1989 Jaleco USA, Inc.

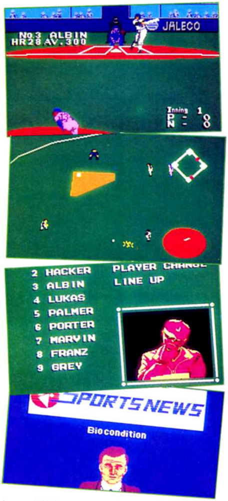
BASES LOADED II™

Realistic graphics and great game play; these features have made the original Bases Loaded the choice for many baseball and NES fans looking for a way to survive the off-season winter doldrums. Well, for all you armchair managers, Jaleco serves up the perfect pitch for play during this year's season with Bases Loaded II. It's loaded with innovative baseball features!



IT'S A HIT!

Bases Loaded II is really a whole new ball game. The new viewpoint of the diamond only takes a short time to get used to, and on the field you can move your fielders more quickly and freely to snag the ball and make the play. Pitching control is awesome: You have the ability to put enough movement on the pitch to throw not only hanging curve balls, but also wild pitches.

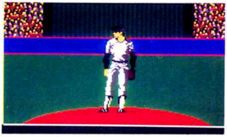

JALECO
No.3 ALBIN
HR28 AV.300
Inning 1
B -
S - 0
O - 0
2 HACKER
3 ALBIN
4 LUKAS
5 PALMER
6 PORTER
7 MARVIN
8 FRANZ
9 GREY
PLAYER CHANGE
LINE UP
SPORTS NEWS
Biocondition

In addition to all of it's new features, Bases Loaded II has the same rich graphics and simulated voices like the original.

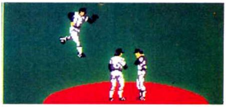
EASTERN LEAGUE		
N.Y.	BOSTON	JERSEY
PHILLY	MIAMI	D.C.
WESTERN LEAGUE		
L.A.	KANSAS	OMAHA
TEXAS	HAWAI	UTAH

ANIMATED ACTION SCENES

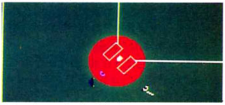
Super animation scenes tell the story of the game as you play, adding to the thrill of victory (and the agony of defeat). It's the next best thing to big screen close-ups!



Bummer. Another home run.



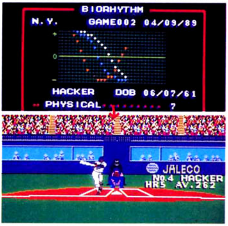
Call the bullpen when you need relief.



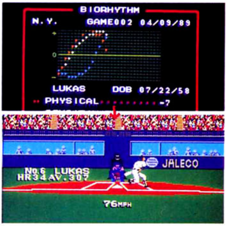
Bring in a pinch hitter.

REALISTIC STATISTICS!

To simulate the streaks and slumps real players go through, Bases Loaded II has a biorhythm feature which measures a player's variable capabilities. Each player also has more constant statistics that are laid out in detail in the instruction manual.


BIORHYTHM
N.Y.
GAME002 04/09/89
HACKER
DOB 06/07/61
PHYSICAL 7
JALECO
No.4 HACKER
HRS AV.262

He'll probably hit a home run today!


BIORHYTHM
N.Y.
GAME002 04/09/89
LUKAS
DOB 07/22/58
PHYSICAL -7
JALECO
No.6 LUKAS
HR34 AV.307
76MPH

This guy should warm the bench.

BASEBALL
SIMULATOR
1.000
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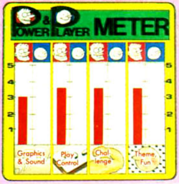
TM&© 1989 Culture Brain USA, Inc.

BASEBALL SIMULATOR 1.000™

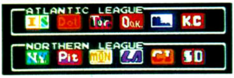
If you're looking for a baseball game that's fun to play in a humorous way, Baseball Simulator 1.000 from Culture Brain is just the ticket. Although it can be played as a straight baseball game, you can also choose to field an Ultra Team with super powered baseball skills that would make even comic book heroes jealous. That's when the fun really begins!



BASEBALL THE WAY IT WAS MEANT TO BE PLAYED—JUST FOR THE FUN OF IT . . .

Easy to control with solid graphics, this game is a pleasure to play and the super-powered hitting and pitching skills of the Ultra League are hilarious.

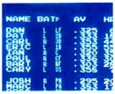
. . . BUT WITH A SERIOUS SIDE AS WELL!



In the Edit mode, you can create your own team and set all of your player's statistics. If you set up an Ultra team, you can even choose which super hits and pitches your players can use.

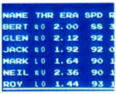
CREATE THE PERFECT LINEUP

For hitters, you can set averages, speed, and defensive capabilities. Pitchers have ERA, throwing speed, curve ability and stamina.



```
NAME BAT P   AV
DAN   L     .325
PAT   L     .333
CARL  R     .353
ERIC  L     .355
IAN   R     .320
PAUL  R     .336
BART  R     .303
CARY  L     .358

JOSH  R     .295
MARC  L     .353
```



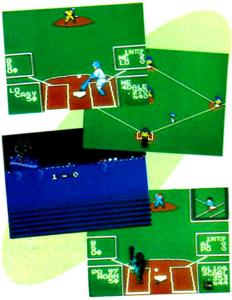
```
NAME THR ERA  SPD
BERT RO  2.00  88
GLEN RO  2.12  92
JACK RO  1.92  92
MARK LO  1.64  90
NEIL RU  2.36  90
ROY  LO  1.44  93
```

A BATTERY-BACKED MEMORY SAVES YOUR CHANGES!

Play in a variety of stadiums, even one floating in space!!!

PLAY AN ENTIRE SEASON

When you play a season, the memory tracks the leaders in batting average, ERA and other statistics as you progress.



ULTRA LEAGUE SUPER STARS

Lightning flashes, the earth shakes and balls are launched into orbit when teams of the Ultra League meet.

FAN BALL

Looks weird, but it can be hit using Ultra hitting skills!

STOPPER BALL

This pitch stops midway to the plate and then flies in.

FIRE BALL

Super fast, but it can be hit by most players.

NINJA BALL

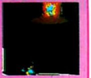
Sneaks up on the plate with decoy balls.

SNAKE BALL

Curves so quickly you'll see double.

PHANTOM BALL

A ghostly pitch that "winks out" before it gets to the plate.



PHOTON BALL

Travels at the speed of light and is almost unhittable.

METEOR HIT

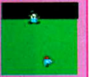
Turns a hit ball into a shower of meteors.

SHADOW HIT

Shadows surround the ball, making it hard to catch.

MISSILE HIT

A ball hit with this travels with the force of a magnum bullet.



BOMB HIT

The ball hits the ground in a cloud of smoke.

TREMOR HIT

Paralyzes the opposition with a stadium quake.

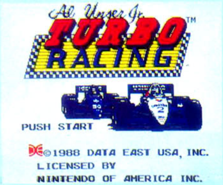
CANNON HIT

Propels the ball in the air with a spinning motion.

FREAK HIT

Zigs and zags its way past fielders.

THERE ARE ALSO ULTRA RUNNING AND FIELDING TECHNIQUES. HAVE FUN!


Al Unser Jr.
TURBO RACING
TM
PUSH START
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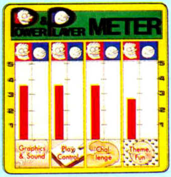
© 1988 Data East USA, Inc.

AL UNSER JR. TURBO RACING TM

Tear up the tracks of the world's most demanding courses in a blow-out formula one match for the turbo title. It's Al Unser Jr. Turbo Racing from Data East! You can take Unser's place in his own fine tuned turbo racer or power up your own car in a 16 round world-wide racing series.

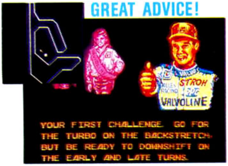


COMPETE AROUND THE WORLD FOR THE TOP SPOT IN FORMULA ONE RACING

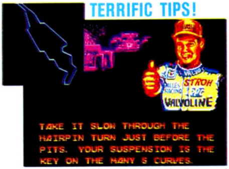
The competition is fierce in this Grand Prix event that spans the globe. Only the best cars and the finest drivers make it this far. You'll have to study the courses and never let up to get top ranking.

LEARN ABOUT EACH COURSE BEFORE YOU TAKE OFF FOR THE TITLE

Get an inside track on the competition with helpful advice from one of the best. Al Unser Jr. will prepare you with top tips for every course before you make your play for the racing trophy.


GREAT ADVICE!
STROH
VALVOLINE

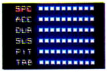
YOUR FIRST CHALLENGE. GO FOR THE TURBO ON THE BACKSTRETCH. BUT BE READY TO DOWNSHIFT ON THE EARLY AND LATE TURNS.


TERRIFIC TIPS!
STROH
VALVOLINE

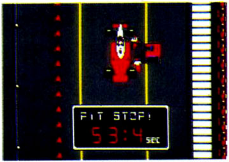
TAKE IT SLOW THROUGH THE HAIRPIN TURN JUST BEFORE THE PITS. YOUR SUSPENSION IS THE KEY ON THE MANY S CURVES.

Listen to Al Unser Jr. for the ins and outs of turbo racing. He oughtta know.

EARN POINTS TO POWER UP


SPD
ACC
DUR
SUS
PIT
TRB

With high ranking, you'll earn status points to add to your car's value. Make sure to invest plenty of points in the pit for a fast crew.

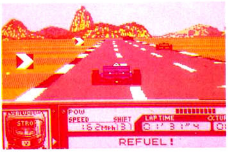

PIT STOP!
53:4 SEC

A slow pit crew could ruin your chances.

KNOW WHEN TO BLAST PAST THE COMPETITION

Turbo power is limited. If you waste all of your juice, you'll lose ground before you can reach the pit. Pay close attention to how much power you have and use turbo when you've got plenty of room to roll.

Turbo Engines On!


POW
SPEED
SHIFT
LAP TIME
182MPH 3
0:'3:"4
REFUEL!

Hit the pit!

PRACTICE MAKES PERFECT! SPEED THROUGH THE TIME TRIALS!

Check out all of the courses in the Grand Prix series before you join the tournament. Course knowledge will greatly improve your chances.

TIME TRIAL MODE B

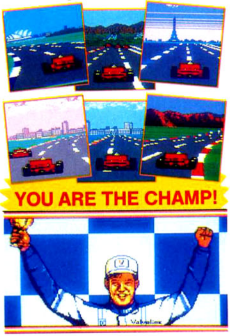
Race against the clock.

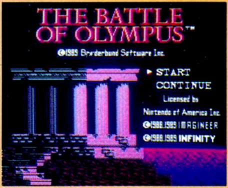
TIME TRIAL MODE A

Test your talents against the others.

TRAVEL AROUND THE WORLD AND GO FOR RACING'S TOP PRIZE

From Brazil to Spain to Hungary and beyond, you'll make your way to the U.S.A. and the Grand Prix turbo racing finals. It'll take some hot driving to beat the pack.


YOU ARE THE CHAMP!
Valvoline



THE BATTLE OF OLYMPUS™

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▸ START
CONTINUE
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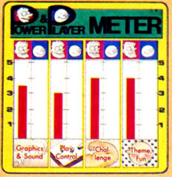
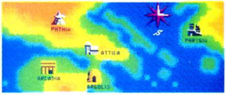
THE BATTLE OF OLYMPUS™

When Helene was taken by the bite of a serpent, her true love, Orpheus, was set upon a quest of mythic proportions. With the aid of the gods of ancient Greece, Orpheus seeks the Fragments of Love and the three Nymphs who will lead him to Tartarus. In Hades' underworld of shadows, Helene waits for rescue. But Orpheus must face minotaurs, sirens and centaurs before he can reach her.



ENTER THE MYTHIC WORLD OF ANCIENT GREECE!

In the dawn of civilization, men believed the world was run by many gods. Some were good; others were monsters. But good or bad, the gods toyed with the fates of mortals.



HEED THE ADVICE OF BOTH GODS AND MEN

In the towns along the way, Orpheus meets many folk who want to help. Even great Zeus and wise Athena aid the young hero.

Talk to everyone for vital clues.

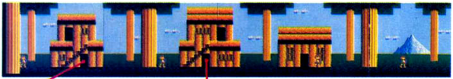
Zeus, father of the gods, will give you a password so you can continue later.

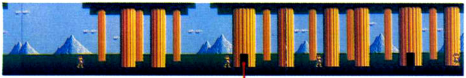
ORPHEUS MUST PERFORM MANY TASKS TO WIN

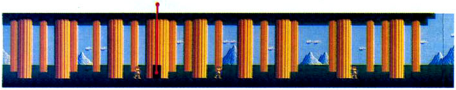
Collect ambrosia, food of the gods, and the three hearts as you follow clues through the eight regions of ancient Greece.

STAGE 1: ARCADIA

Arcadia is a rustic land in western Greece. Orpheus begins here, gathering information and battling monsters that drop from the trees overhead.

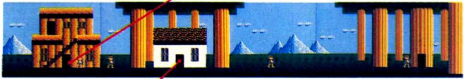


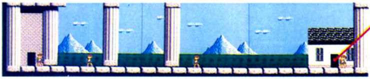




THE FIRST CHALLENGE

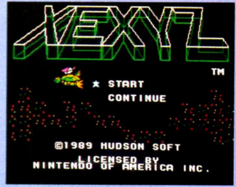
To reach Zeus, Orpheus must defeat a bull. Beat it with repeated attacks using the club.





ZEUS AND BEYOND

Orpheus has many paths to follow and tasks to complete. His epic journey will take him through mazes and cities and wilderness. Such is the way legends are born.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TM
★ START
CONTINUE
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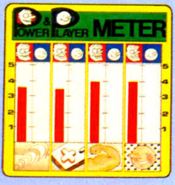
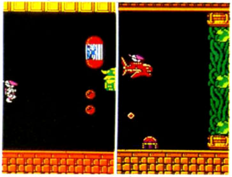
XEXYZ™

New from Hudson. Apollo, we need you. The Queens of the island kingdoms are being held captive. You must find a way to enter their castles and do away with the evil forces that lurk within. Talk to people along the way and defeat the evil elements in the kingdoms for coins to purchase weapons. Good luck on your journey.



ADVENTURE IN THE ISLAND KINGDOMS

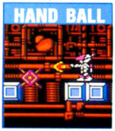
Your journey will take two forms. Most of the time, you will travel by foot. Occasionally, though, you'll come across vehicles that will send you soaring through enemy grounds. Search the Castles for passage to these worlds beyond.



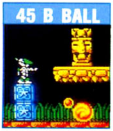
Fight and fly to rescue the island Queens.

COLLECT WEAPONS FOR EXTRA FIRE POWER

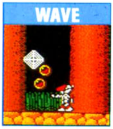
As you defeat enemies along the way, you'll get coins to purchase weapons. You'll start with the Hand Ball and work your way up to more powerful weapons.



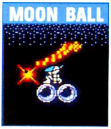
HAND BALL



45 B BALL



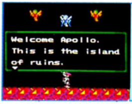
WAVE



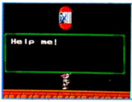
MOON BALL

LOOK FOR CLUES IN THE KINGDOMS

Helpful subjects of the island kingdoms will give you clues along the way. Some will let you know about secret doors. Some will give you special items. Enter the doorways to contact the villagers.


Welcome Apollo.
This is the island
of ruins.

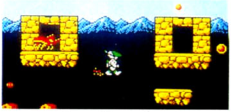
See the Fairy for clues.


Help me!

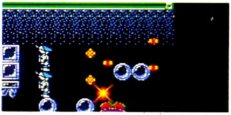
Assist this person for a reward.

MAGIC ITEMS GIVE YOU TEMPORARY POWERS

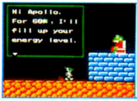
Purchase Magic Items or gain them as rewards. Flying Shoes will allow you to reach out-of-the-way places and Shadow magic will double your fighting abilities.



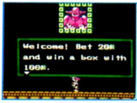
Fly up and out of the way.



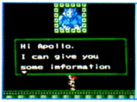
Two Apollos are better than one.


Hi Apollo.
For 60■, I'll
fill up your
energy level.

Talk to the Frog to replenish your powers.


Welcome! Bet 20■
and win a box with
100■.

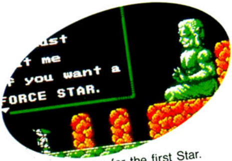
A gamble with this creature could pay off.


Hi Apollo.
I can give you
some information

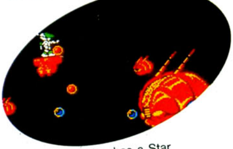
Learn about the enemy's weak point.

ENTER THE CASTLES WITH MAGIC STARS

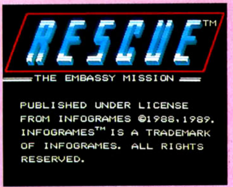
The only way that you can get into each Castle is to first earn the Stars of the islands.


st
t me
you want a
ORCE STAR.

Defeat this enemy for the first Star.



This creature also has a Star.



RESCUE™

THE EMBASSY MISSION

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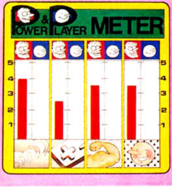
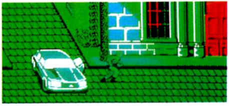
RESCUE: THE EMBASSY MISSION™

A foreign Embassy has been seized by an unknown group of enemies. Prisoners have been taken. Threats have been made. A specially trained task force is on its way to take the Embassy back and you are the leader of the team. Dark and detailed graphics highlight this new thriller from Kemco/Seika.



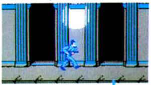
UNDER THE CLOAK OF NIGHT, THE MISSION BEGINS . . .

The team makes its way swiftly onto the scene. They must get to the Embassy roof, break in through the windows and free the prisoners. This may be a quick mission for some players, but difficulty levels help insure that it will be a challenge.

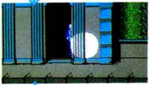


MAKE YOUR WAY TO THE EMBASSY

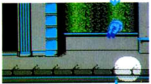
Duck, dive and roll into the dark corners of the surrounding streets and make it to the Embassy unnoticed by the enemy lookouts.



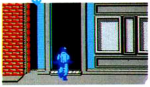
Avoid being discovered by enemy spotlights.



Hide in a doorway until the coast is clear.



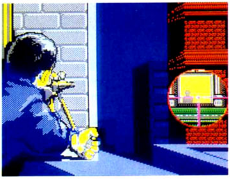
Dive out of enemy sight.



You made it!

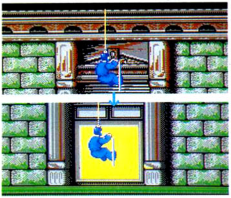
BREAK INTO THE BUILDING

Your next task is to rappel down the sides of the Embassy and crash through the windows. One member of your team waits in a nearby building and keeps guard while the others make their way down.

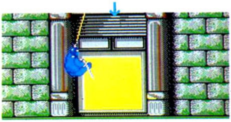


RAPPEL AND ENTER!

While moving down the side of the building, make sure that you continue to get more rope. When you reach the window, swing out.



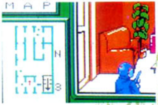
Make your way down.



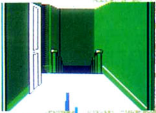
Swing out and kick.

SEARCH FOR ENEMIES

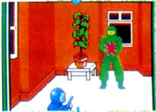
Once your team has entered the building, search the halls for enemies and prisoners. The kidnappers will be waiting for you, so stay on guard.



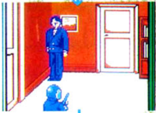
Keep an eye on the map for enemies sneaking up from behind.



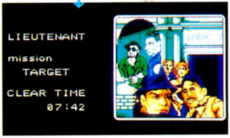
Search each floor.



Take down enemies.



Rescue prisoners.



LIEUTENANT
mission
TARGET
CLEAR TIME
07:42

Congratulations! You've saved the Embassy!

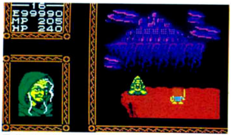
COUNSELORS' CORNER!

WILLOW HOW DO I GET THE KEY TO THE UPPER LEVELS OF NOCKMAAR CASTLE?

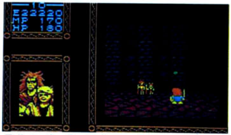
There is a small house to the west of the Castle in Tir Asleen. You'll find the key to the doors of Nockmaar Castle there, but only after you have accomplished certain tasks. First talk to the woman of the mountain path northeast of Tir Asleen Castle. She'll allow you to enter this Castle.

Find Airk in Tir Asleen Castle and defeat the menace in the next room. After you explore for a while and get out of some tight situations, you'll meet up with the Brownies. Go visit them outside of the caves east of Tir Asleen and walk through the caves to Nockmaar Castle.

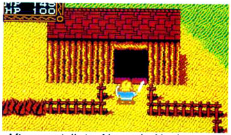
In the first floor of Nockmaar Castle, you'll find the warrior, Abang. He'll give you some valuable information. Finally, return to Tir Asleen and you'll find that the house to the west is no longer locked. The woman of the mountain lives there and she'll give you the key to Nockmaar Castle.



Talk to this woman in order to enter Tir Asleen Castle.



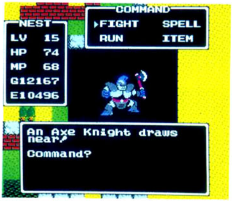
Talk to the Brownies and journey to Nockmaar.



After you talk to Abang in Nockmaar Castle, return here.

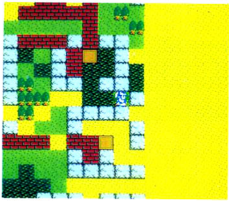
DRAGON WARRIOR WHERE IS ERDRICK'S ARMOR?

The last person that owned Erdrick's Armor was a fellow named Wynn who had a Shop on the east side of Hauksness. They say he buried it at the foot of a tree behind his shop. Use the Search command to look for this valuable protection in the vicinity of Wynn's Shop after you have defeated the Axe Knight who lurks near. When you find and wear this Armor, you'll recover one hit point for every step you take.



An Axe Knight draws near!
Command?

The Axe Knight guards Erdrick's Armor.

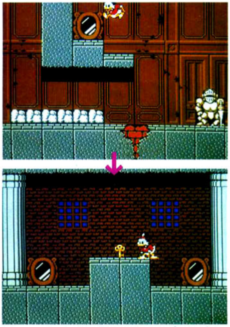


Search!

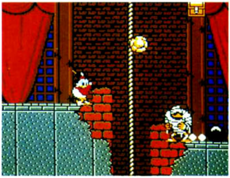
DISNEY'S DUCK TALES

WHERE IS THE SKELETON KEY TO THE AFRICAN MINES?

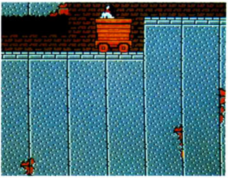
When you first try to get into the African Mines, Louie will tell you that the Skeleton Key to the Mines is in Transylvania and you'll be sent directly to the haunted house. As soon as you enter this area, work to the right and take the first Warp Mirror that you see to a room with a large chest. Inside this chest is the Skeleton Key. If you select Transylvania without first going to the African Mines, this Mirror will not work as a Warp. Louie directs you to Transylvania whenever you go to the African Mines and you don't have the Skeleton Key. This way, you can enter and exit Transylvania without actually selecting Transylvania and collect the two hidden 1-Ups in the haunted house repeatedly to build a large reserve of Ducks. When you enter Transylvania via the African Mines, collect the two 1-Ups, warp into the room with the Skeleton Key and warp back to Duckburg without collecting the Key. Repeat this maneuver until you have the maximum of nine Ducks in reserve and then get the Key as you leave. This way, you'll be ready for the challenges ahead!



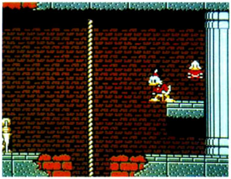
When you get to Transylvania from the African Mines, warp into the first Mirror.



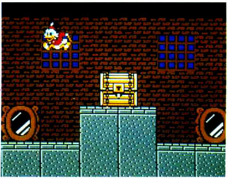
Collect a 1-Up by whacking this rock into the chest and use the Warp Mirror.



Negotiate the Mine Cars.



Collect this 1-Up in the area to the right of the Mine Cars.



Pass up the Key and repeat this maneuver.

GAME COUNSELOR PROFILES

Name: Tom Davis
Became Game Counselor: March, 1989
Hobbies: Softball, Four-Wheeling, Dancing, Fishing
Greatest Accomplishment: The Guardian Legend 9,999,990
Favorite Game: Nobunaga's Ambition

Name: Rich Furman
Became Game Counselor: March, 1989
Hobbies: Reading, Movies, Computers
Greatest Accomplishment: The Guardian Legend 8,750,000
Favorite Game: Dragon Warrior

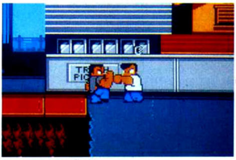
Name: Denise Borovskis
Became Game Counselor: February, 1989
Hobbies: Aerosmith, Beach Bumming, Hang Gliding
Greatest Accomplishment: Mega Man 9,996,300
Favorite Game: The Guardian Legend

Name: Gaar Lindstrom
Became Game Counselor: April, 1989
Hobbies: Bowling, Computers, Chess, Seattle Sports
Greatest Accomplishment: First GPC to Complete Friday the 13th
Favorite Game: Genghis Kahn

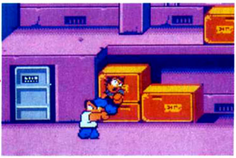
RIVER CITY RANSOM

HOW DO I GET INTO RIVER CITY HIGH SCHOOL?

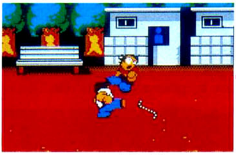
The big guy, Ivan, is the guard at the gates of River City High and the only way that you can gain access to the school is to beat him. Like a lot of the characters in this game, Ivan will only show up if you defeat the gang leaders that are under his command. Thor is Ivan's right hand man and you'll have to meet up with him in the Factory before you get to River City High. Thor also has assistants, and those enemies must be done away with before he shows up. As Turk says, "To see Thor, you've got to toast all three Zombies." You should also take on Mojo and Benny & Clyde on the way. The first of the Zombies is Moose, the leader of the Generic Dudes in Sticksville. You'll get to him after you wipe out the rest of the gang at the construction site. The second Zombie is Rocko in the W.S.L. Warehouse. Make sure that you take out all of the creeps on both sides of the Warehouse and Rocko will come out of the door on the left side. You'll have to backtrack to get to the third Zombie, Blade. The entrance to Sherman Park, where Blade hangs out, is just to the right of Grotto Mall. After you meet and beat Blade, move on to the Factory, take on Thor and advance to the gates of River City High. Make sure that you buy plenty of food and special items to power-up before you burst into the High School. There are some mean characters waiting for you there. Good luck!



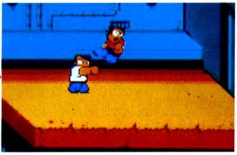
Beat Moose first.



Take on Rocko in the Warehouse.



Blade is the toughest Zombie.

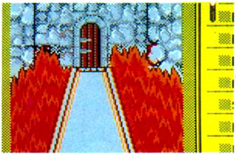


Thor waits in the Factory.

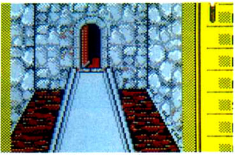
SHADOWGATE

HOW DO I GET THROUGH THE ROOM OF FLAMES?

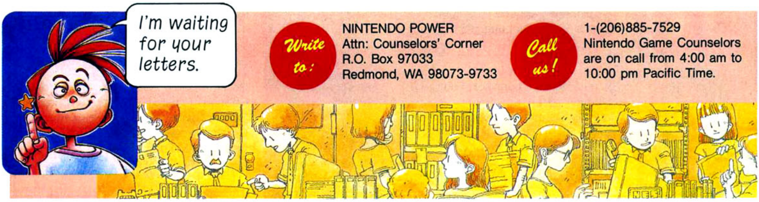
Having freed the Crystal Ball from the frozen lake with your Torch, you may have guessed that you might need it again. The Crystal Ball turns down the heat and can extinguish this fire if you throw it into the flames. When the flames are gone, you will easily be able to cross the bridge.



Toss the Crystal Ball into the flames.



Walk through unscathed now.


I'm waiting for your letters.

Write to:

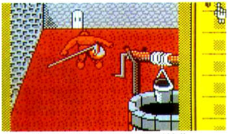
NINTENDO POWER
Attn: Counselors' Corner
R.O. Box 97033
Redmond, WA 98073-9733

Call us!

1-(206)885-7529
Nintendo Game Counselors are on call from 4:00 am to 10:00 pm Pacific Time.

SHADOWGATE HOW DO I GET THE FLUTE FROM ATOP THE FOUNTAIN OF ACID?

Without protection, you can't reach into the flowing acid to take the Flute. If you have the Gauntlet, though, you can grab the Flute easily. Look for the Gauntlet in the Well which is located in the room with the Cylops. Use the Crank of the Well to bring up the Bucket and look in the Bucket for the Gauntlet.

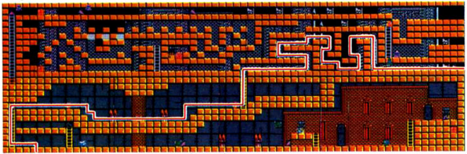

Look for the Gauntlet in the Well.

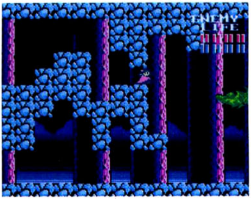
Now that you've got the gauntlet, all is well.

LEGACY OF THE WIZARD HOW DO I GET TO THE MOTHER'S CROWN?

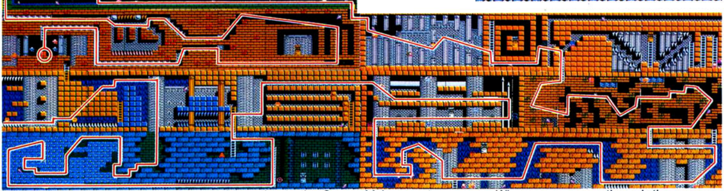
The Crown that only Roas' mother can get to is down and to the right from the painting of the Dragon. As is common in this adventure, you must wind around a large area in order to get to the Crown. From the Dragon, move to the left, climb down the ladder and drop three screens. Climb down the next ladder to the left, reach the top of the next screen and walk to the right across the white blocks until you get to a ladder. Climb down to the bottom of the ladder and work over to the left. In the next area there will be a ladder in the floor. Climb down this ladder, walk to the left and head down the next ladder. When you reach the bottom, press down on the fourth block from the right.

After you drop, move through the blue area to the right and jump up to the next screen in the space between the spikes. Then move right to the next screen and follow the path shown on the map below.


Follow this pattern in the lower left section.



Roas' mother is strong enough to get the third crown.


Follow this pattern through the lower right section to the Crown. Make sure to use your Wings as you pass through the areas with spikes.

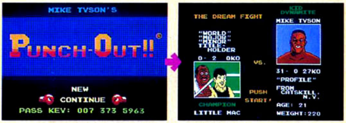
CLASSIFIED INFORMATION

PUNCH-OUT!!

From Agent # 035

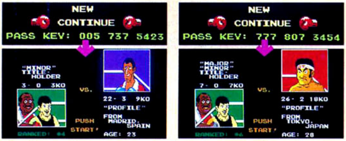
The End Is Near

The rumor is true! There is a code that will send you directly to the Dream Fight with Mike Tyson! We've waited to let you know so that you would have a chance to get to Iron Mike on your own. He is, by far, the best boxer around and the only way that you'll be able to knock him on the mat is to master fighting the other opponents first. You'll see what we mean by entering 007 373 5963 as your Pass Key.


MIKE TYSON'S
PUNCH-OUT!!
NEW
CONTINUE
PASS KEY: 007 373 5963
THE DREAM FIGHT
KID DYNAMITE
MIKE TYSON
"WORLD" "MAJOR" "MINOR" TITLE-HOLDER
0- 2 0KO
VS.
31- 0 27KO
"PROFILE"
FROM CATSKILL, N.Y.
AGE: 21
WEIGHT: 220
PUSH START!
CHAMPION
LITTLE MAC

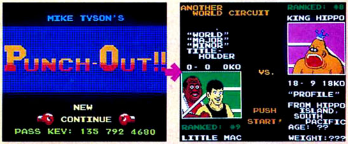
Take on Kid Dynamite with a record of 0-2.

In the first half of the first round Mike throws nothing but knock down punches. If he connects, Little Mac will get a one-way ticket to the canvas. After the first 90 seconds, Mike throws more manageable blows. Dodge his punches and counter when you can. If you can get his energy to next to nothing at the end of the first or second round, you might be able to score a TKO in the next round.

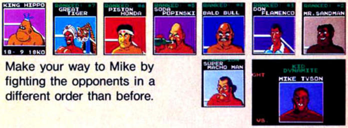

NEW
CONTINUE
PASS KEY: 005 737 5423
"MINOR" TITLE-HOLDER
3- 0 3KO
VS.
22- 3 9KO
"PROFILE"
FROM MADRID, SPAIN
AGE: 23
PUSH START!
RANKED: #4
NEW
CONTINUE
PASS KEY: 777 807 3454
"MAJOR" "MINOR" TITLE-HOLDER
7- 0 7KO
VS.
26- 2 18KO
"PROFILE"
FROM TOKYO, JAPAN
AGE: 28
PUSH START!
RANKED: #6

Practice on the other opponents before you take on Iron Mike.

In a previous issue, we've mentioned the code to Another World Circuit which allows you to make your way up to the Dream Fight while taking on the other boxers in a different order than the traditional World Circuit. To reach this mixed up line-up of challengers, enter 135 792 468 and leave the last digit at 0 but don't press the A Button yet. Instead, press and hold the Select Button and press A and B at the same time. You'll be sent immediately to the beginning of this Circuit for a bout with King Hippo.

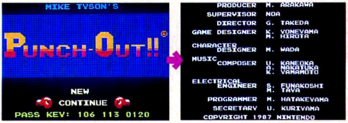

MIKE TYSON'S
PUNCH-OUT!!
NEW
CONTINUE
PASS KEY: 135 792 4680
ANOTHER WORLD CIRCUIT
RANKED: #8
KING HIPPO
"WORLD" "MAJOR" "MINOR" TITLE-HOLDER
0- 0 0KO
VS.
18- 9 18KO
"PROFILE"
FROM HIPPO ISLAND, SOUTH PACIFIC
AGE: ??
WEIGHT: ???
PUSH START!
RANKED: #9
LITTLE MAC

Enter the first nine numbers, hold Select, press A and B and go to Another World Circuit.


KING HIPPO
18- 9 18KO
RANKED: #7
GREAT TIGER
RANKED: #6
PISTON HONDA
RANKED: #5
SODA POPINSKI
RANKED: #4
BALD BULL
RANKED: #3
DON FLAMENCO
RANKED: #2
MR. SANDMAN
SUPER MACHO MAN
KID DYNAMITE
MIKE TYSON
VS.

Make your way to Mike by fighting the opponents in a different order than before.

There's a different code that is entered the same way as the Another World Circuit code. This one lets you see the end credits without ever playing the game. Enter 106 113 012, leave the last digit at 0, hold Select and press A and B. There you have it! It's the end of the game!


MIKE TYSON'S
PUNCH-OUT!!
NEW
CONTINUE
PASS KEY: 106 113 0120

PRODUCER M. ARAKAWA
SUPERVISOR NOA
DIRECTOR G. TAKEDA
GAME DESIGNER K. YONEYAMA
M. HIROTA
CHARACTER DESIGNER M. WADA
MUSIC COMPOSER U. KANEOKA
A. NAKATSUKA
K. YAMAMOTO
ELECTRICAL ENGINEER S. FUNAKOSHI
M. TAYA
PROGRAMMER M. HATAKEYAMA
SECRETARY U. KURIYAMA
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See the end credits without even entering the ring.

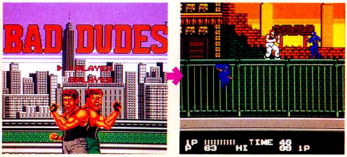
CLASSIFIED INFORMATION

BAD DUDES

From Agent # 107

Enlist Assistance

Your chances to save the President from his captors will greatly improve with 63 fighters in reserve at the beginning of the game. At the title screen on Controller II, press B, A, Down, Up, Down and Up. Then press Start on Controller I. Your mission will begin with the odds heavily in your favor!



Enter the code listed above when the title screen appears for some powerful help.

MEGA MAN II

From Agent # 007

Slow Down Quick Man

While Flash Man's Time-Stopper has some incredible applications, we've never before seen it used as an offensive weapon. Enemies freeze while they are under the Time-Stopper's spell but they don't usually lose energy while frozen. Agent 007 has found though, that the fastest of Mega Man's foes actually incurs damage if he stops moving. With a full load of Time-Stopper power, Mega Man can freeze Quick Man and cut his energy in half!

COBRA TRIANGLE

From Agent # 143

Fast Points

Grab a quick 1,000 points at the beginning of each stage as the Cobra Triangle drops into the playing area. Just hold down the A Button for a burst of shots and a bonus!

STAGE 3
DISPOSE OF MINES
1000
4

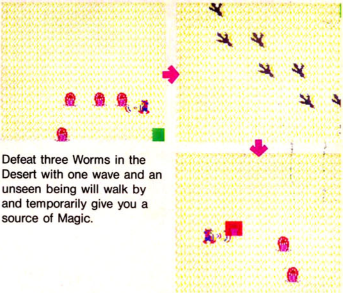
Gain 1,000 points.

HYDLIDE

From Agent # 689

Magical Steps

In the Desert region of this strange land, you can conjure up a mysterious presence. Defeat three Worms in the sand with one wave of Magic and soon a set of footprints made by an invisible creature will appear. For a short time after this apparition occurs, you'll be able to use Magic without using up your supply!



Defeat three Worms in the Desert with one wave and an unseen being will walk by and temporarily give you a source of Magic.

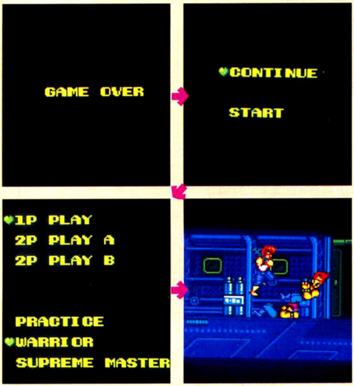
CLASSIFIED INFORMATION

DOUBLE DRAGON
II

FROM AGENT # 808

Early Stage Continue

Our Agents lurking on the tough side of town have uncovered a code that will aid Billy and Jimmy Lee in the early stages of their trail to the Black Shadow Warriors. If the game ends in Stages Two or Three, you can resume at the beginning of that stage. When the "Game Over" message appears, quickly press Up, Right, Down, Left, A and B on Controller I. In a few seconds the game will give you the option to Continue or Start Over. Choose to continue and change the number of players or the level of difficulty if you want. Then press Start. You'll begin again at the stage that you left off. Our Agents are now in search of continue codes for more advanced stages. They'll report their findings in a future issue.

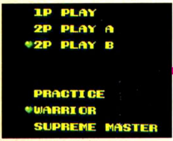

GAME OVER
♥CONTINUE
START
♥1P PLAY
2P PLAY A
2P PLAY B
PRACTICE
♥WARRIOR
SUPREME MASTER

Enter the code in stages Two or Three to continue at the beginning of the stage and add a player or change the difficulty!

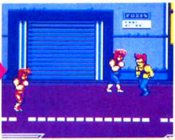
↑ → ↓ ← A B

Double Your Chances

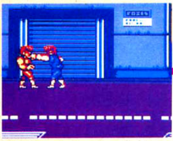
If there isn't a second player helping you take on the Black Shadow Warriors, you can begin the game with seven players in reserve instead of the usual three. Select a two-player game where the blows from the players can hit each other (2P Play B) and clear the first screen of enemies. Then eliminate the other character by knocking his energy down to nothing. Every time the Player Two fighter looses a character in reserve, you'll gain one! You'll then be ready to take on the enemies on your own.


1P PLAY
2P PLAY A
♥2P PLAY B
PRACTICE
♥WARRIOR
SUPREME MASTER

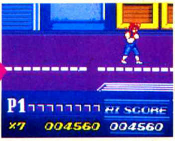
Select a two-player game.



Clear the area.



Knock out the other fighter.


P1
HI SCORE
×7
004560
004560

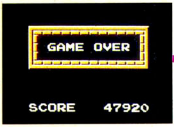
Build up to seven players!

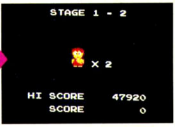
ADVENTURES OF
DinoRiki
TM

FROM AGENT # 603

Quick Continue

Help this crazy caveman in his journey through the prehistoric land. When the game is over, just press and hold the Up arrow on the Control Pad and press Start. Continue!


GAME OVER
SCORE 47920


STAGE 1 - 2
× 2
HI SCORE 47920
SCORE 0

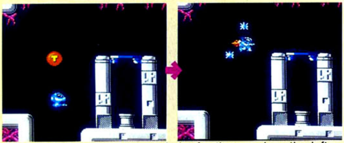
CLASSIFIED INFORMATION

CYBERNOID THE FIGHTING MACHINE

FROM AGENT # 107

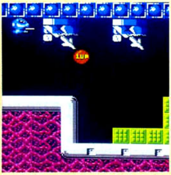
Transform!

Here's a way to make your already powerful fighting machine even stronger. When you get to an area with a Lift, use up all of the Bouncers and fire the Guns at the panel on the left side of the Lift. A "T" Balloon will appear. Collect the Balloon and the Cybernoid will transform into a human form with full weapons, Maces and a Shield for six screens.



Use all of your Bouncers and aim for the panel on the left side of the Lift.

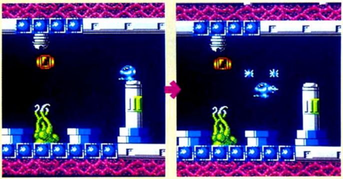
1-Up



While the big Guns look dangerous, they are more helpful than harmful. Fire repeatedly at the left side of the Guns and 1-Up Balloons will inflate from their barrels! Grab the Balloons before they sink to the bottom of the screen and you'll gain a ship!

Recharge

At the beginning of Levels Two and Three, you can fill your supply of weapons easily. Empty your reserve of all of the items you have left over from the previous level and the Power-Up Gem will appear. When you fly through the Gem, you'll have full power and five Shields.



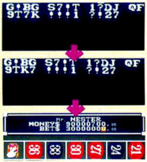
Empty your supply of special weapons and collect the Power-Up Gem.

Vegas Dream

FROM AGENT # 702

Win Millions Instantly

Make it big in Vegas with a quick tip that will send your bankroll into the stratosphere. While you're playing, get a Password, reset the game and enter the password with the 17th and 18th characters switched. Your available cash will increase by millions!



```
G!BG S7!T 1?DJ QF
9T7K !!!1 ?!27
```

```
G!BG S7!T 1?DJ QF
9TK7 !!!1 ?!27
```

```
Mr. NESTER
MONEY$ 90000700.00
 BET$ 30000000.00
```

Wanted: Special Agents

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

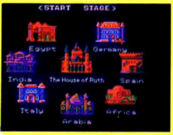
Our address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

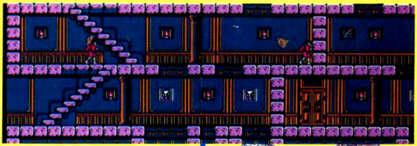
VIDEO SHORTS

8 EYES™

from TAXAN

© 1988 Seta/Thinking Rabbit © 1989 Taxan USA Corp.

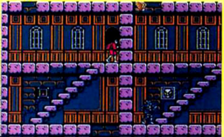


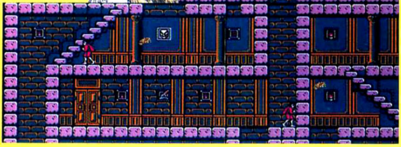


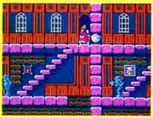
Fight through eight challenging stages in a search for the Jewels of Power. The brave adventurer Orin and his Falcon, Cutrus, which is controlled by you or a second player, must recover the Jewels and save the world. Search carefully for hidden items and special hints along the way. At the end of each stage, Orin will take on an evil Duke. As he defeats each Duke, he'll receive a sword that will work against another one of the Dukes. It is up to you to find the correct order of stages to conquer and move on to the House of Ruth.

With his first Sword Orin can defeat the Duke in Germany. This is where you must begin your quest. Fall through the narrow gap in the first room, work your way down until you reach a door and trigger the switch to open the door.

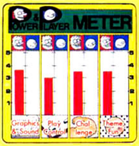
Continue to explore and soon you'll meet with the Duke of Germany for a battle to the end for the first Jewel.







Break bricks for special items and hints.

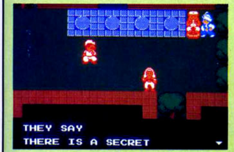


MAGIC OF SCHEHERAZADE™ from CULTURE BRAIN

TM&© 1989 Culture Brain USA Inc.

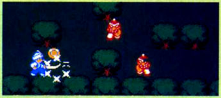
Combining elements from Action, Adventure and Role Playing Games, The Magic of Scheherazade is a journey through the four lands of Arabia. Talk to townspeople for clues and items. Learn spells and have battles in the castles of Demons. Seek out the evil Magician Sabaron and fight for the future of Arabia.

There are two ways that enemies will challenge you. Some battles require quick reflexes and good fighting skills while others involve more strategy and use of special weapons.

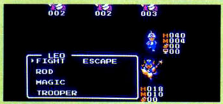


THEY SAY
THERE IS A SECRET

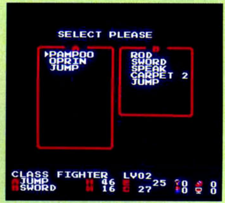
Listen to the people of the villages for special information.



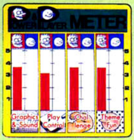
Ambush!


002
002
003
LEO
FIGHT
ESCAPE
ROD
MAGIC
TROOPER

Think out your strategy and take on the enemies.


SELECT PLEASE
PAMPOO
OPRIN
JUMP
ROD
SWORD
SPEAK
CARPET 2
JUMP
CLASS FIGHTER LV02
JUMP
SWORD

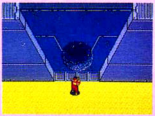
Choose from a wide variety of options for the appropriate actions.



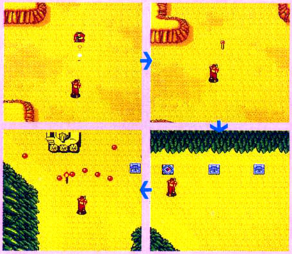
HEAVY BARREL™ from DATA EAST

TM&© 1990 Data East USA, Inc.

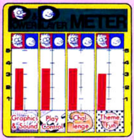
A super destructive cannon is hidden in pieces deep in the enemies' underground base. This is the amazing Heavy Barrel and it's up to you and a friend to blast through the base and find it. It's two-player simultaneous search and destroy action!



Enter the underground base and find the Heavy Barrel.



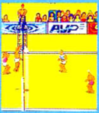
Collect the Keys and unlock boxes for special weapons.

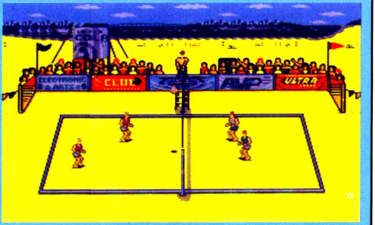


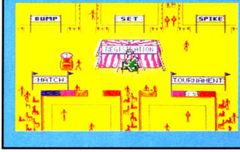
KINGS OF THE BEACH™ from ULTRA

TM Trademark of Elec. Arts. © 1989

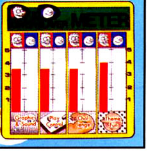
Welcome to sunny San Diego! Up to four players using the NES Satellite can join in on the action of professional beach volleyball in this realistic challenger from Ultra. First test your skills at the Bump, Set and Spike training nets. Then step into the Registration Tent and choose your players, the level of difficulty and the number of matches per set. You're ready to play!




ELECTRONIC ARTS
CLUB
AVP
ULTRA


BUMP
SET
SPIKE
REGISTRATION
MATCH
TOURNAMENT

During the game, players lock into position when they are in the right place to hit the ball. This makes the game a bit mechanical but it also allows for accurate hits. With the positioning taken care of, you can concentrate more on the timing and stategy of your Lobs and Spikes. Dig in, set it up and score!

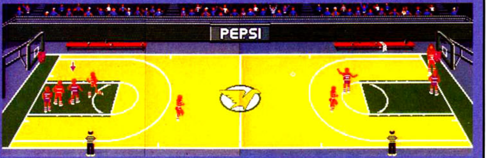


MAGIC JOHNSON'S FAST BREAK™ from TRADEWEST

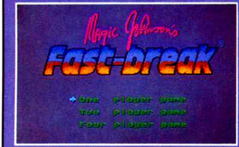
© Mastertronics Inc. 1989 Licensed to Tradewest 1989

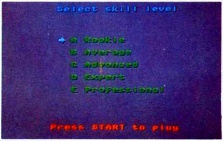
One of the greatest players in the game endorses this basketball game, which is the first to take advantage of the four player possibilities of the NES Satellite. You can play with one, two or four players. Select from five different skill levels and hit the court, two on two.

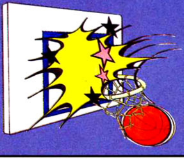
The control is basic. When you're on offense, press the A Button to pass and the B Button to shoot. On defense, press the A Button to jump and, if you're controlling both players on your team, press the B Button to switch control. Just like in professional basketball, a 24 second clock keeps the offensive game moving and 5 second violations keep the ball in play.

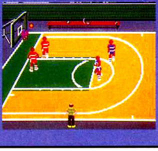


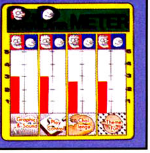
When you're tossing the ball in, go for a full court throw and an easy lay-in. That's the showtime play of Magic Johnson.


Magic Johnson's
Fast-break
One player game
Two player game
Four player game


Select skill level
A Rookie
B Average
C Advanced
D Expert
E Professional
Press START to play





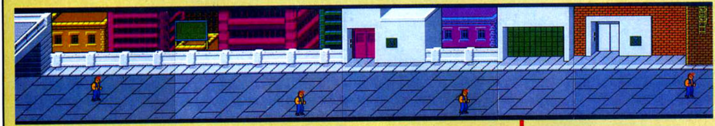


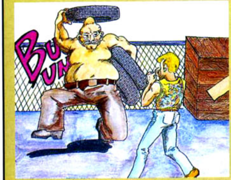
TARGET: RENEGADE™

from TAITO

TM&© 1989 Ocean Software. Licensed to Taito.

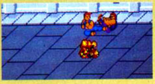
Are you ready to rumble? Mr. Big has got your brother and he's sent out his goons to get you too. It's time for a bare handed assault on a city full of creeps. Punch and kick your way past the gangs and make your way to Mr. Big.

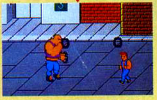




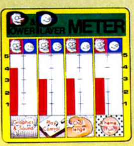
There's more to come! It's a long road ahead with lots of challenging enemies. You'll have to be quick to save your brother!

Knock the Bikers off of their cycles with a jump kick and let them have it.





Hit this tire throwing maniac and run. He's tough!



MARVEL'S X-MEN™

from LJN

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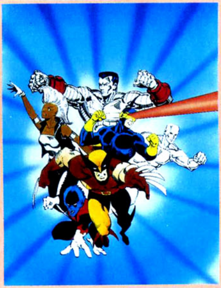
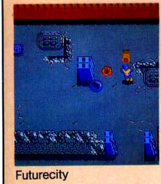
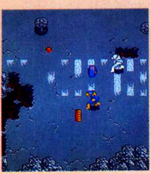
X-MEN ®, CEREBRO™, WOLVERINE™, CYCLOPS™, NIGHTCRAWLER™, STORM™, COLOSSUS™, ICEMAN™, MARVEL SUPER-HEROES, and Marvel Character names and likenesses are trademarks of Marvel Entertainment Group, Inc.

The X-Men, Wolverine, Cyclops, Nightcrawler, Iceman, Colossus and Storm, are ready to burst onto your screen and blast through four stages of futuristic fighting against super villains galore. Magneto is on the loose and the X-Men, two at a time, are set on stopping him.

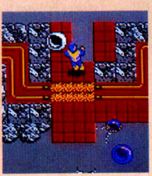




Futurecity

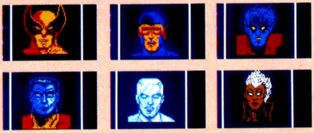


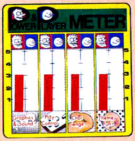
Collect items.



Run past the electric beam.

Make your way through Futurecity, the Underground, a Robofactory and a living starship along with a friend or a computer controlled character. When your energy is depleted, you'll fight with a new pair of X-Men.



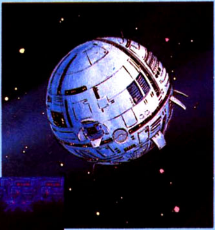


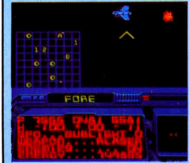
DESTINATION EARTH STAR™

from ACCLAIM

TM&© 1989 Acclaim Entertainment

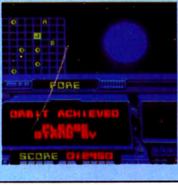
Your ancestors were taken from Earth years ago. For your people Planet Earth is only a myth but you have been chosen to prove the myth true. Fire up your Starship, fight through the eight star systems and destroy the terrorist bases on your way to your home planet. The look and feel is similar to Acclaim's Star Voyager, but this time there are side view action flying scenes in addition to the view from the cockpit. When you defeat the Starships in each section you'll descend onto the enemy base and go after the evil Terrorist Leader to free the Star System.



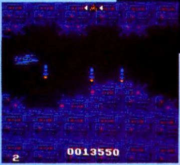


Clear the Star System of enemy Ships.

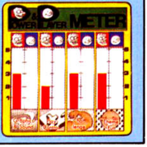
Slow down and dock on your Base for extra ammunition.



ORBIT ACHIEVED
PLEASE STAND BY
SCORE 012950



Fly down and destroy the Terrorist Base.

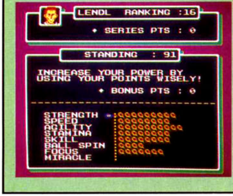


TOP PLAYER'S TENNIS™

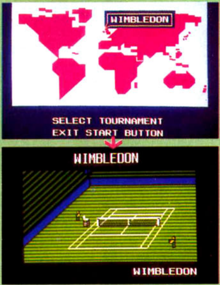
from ASMIK

TM Trademark of Asmik

The most versatile tennis game ever is now available for the NES. Play with up to four persons using the NES Satellite and take on the abilities of real pros Ivan Lendl or Chris Evert. You can also create your own players with abilities in eight different categories. If you're strong in the Miracle Shot Category, you'll make unbelievable saves, hit the ball where your opponent least expects it or lob it into orbit. Awesome!

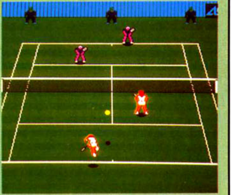


LENDL RANKING :16
◆ SERIES PTS : 0
STANDING : 91
INCREASE YOUR POWER BY
USING YOUR POINTS WISELY!
◆ BONUS PTS : 0
STRENGTH
SPEED
AGILITY
STAMINA
SKILL
BALL SPIN
FOCUS
MIRACLE

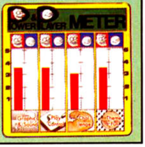


WIMBLEDON
SELECT TOURNAMENT
EXIT START BUTTON
WIMBLEDON
WIMBLEDON

In Exhibition games you can choose from three different ground surfaces which affect the ball's speed and bounce height. In Tournaments you'll play on the four Grand Slam Tournament courts and the court of the Asmik Colosseum.



Slam, serve and volley your way to the Pro Tennis Title. The play control is great, the special abilities are fun and the diversity is fantastic.

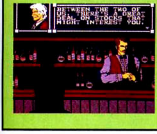


VEGAS DREAM™

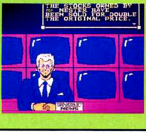
from HAL AMERICA

TM Hal 1988 © CBS Sony Group 1988 © Licensed by Hal 1988

Check into the fabulous Hal Palace Hotel and take part in high stakes action. Try your hand at Blackjack, Roulette, the Slots and Keno. You'll start with $700. You could accumulate millions or end up in the Poor House. Occasionally, you'll have other opportunities to make extra money. If you're nice to people in the Casino, you could get a big payoff.

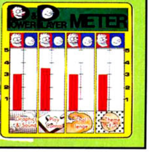


BETWEEN THE TWO OF US, THERE'S A GREAT DEAL ON STOCKS THAT MIGHT INTEREST YOU.



THE STOCKS OWNED BY Mr. NESTER HAVE BEEN SOLD FOR DOUBLE THE ORIGINAL PRICE.

It was a gamble, but you came out ahead.

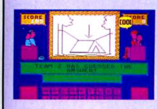


WIN, LOSE OR DRAW™

from HI-TECH

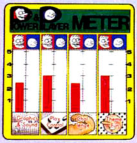
TM&© 1989 Buena Vista Television, Inc. All rights reserved.

Here's fun for the whole family! Identify a computer drawn object before time runs out and win big points for your team in this adaptation of the popular game show, Win, Lose or Draw. You can play with one or two teams and you can even draw the picture yourself on the video blackboard. There's a special password feature, also, that allows you to start where you left off, and keep the puzzles from repeating!



TEAM 2 HAS GUESSED THE ANSWER!

You got it! Good answer!

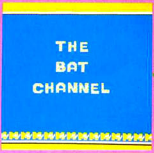


REMOTE CONTROL™

from HI-TECH

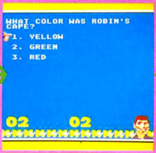
TM Owned & licensed by MTV c Divison of Viacom Int. Inc. © 1989 MTV Networks. Published by Hitech. All rights reserved.

The wackiest game show on TV is now out for the NES. MTV's Remote Control tests your TV trivia knowledge with a wild collection of categories and questions. If you don't earn enough points, you could get zapped right out of your chair. Good luck! Two people can play at the same time!



THE BAT CHANNEL

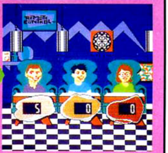
Here's the category.



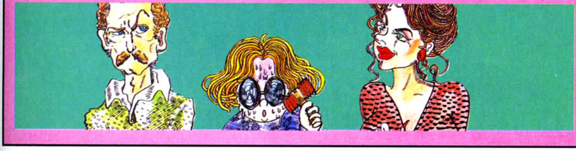
WHAT COLOR WAS ROBIN'S CAPE?
1. YELLOW
2. GREEN
3. RED

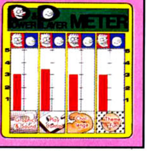
02 02

Pick the right answer.



Great! You did it!



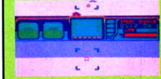


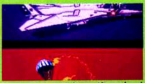
TOP GUN II™

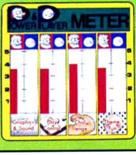
from KONAMI

© 1989 Paramount Picture. All rights reserved. Trademark of Paramount Picture. Konami Inc. authorized user.

Maverick's back in action! The enemy has designed some new, high-tech weapons and our young hero has been called to find them and put 'em out of commission. Game play and play control are similar to the original hit, but this time the enemies are even tougher to beat and you're capable of fast flying barrel rolls, too! Play in one player mode or against another player with a split screen!


A one-on-one Battle!


Player two bites the dust.

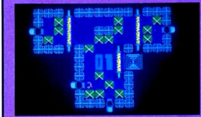


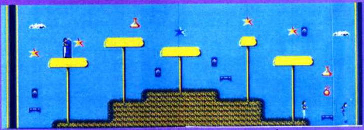
DASH GALAXY IN THE ALIEN ASYLUM™

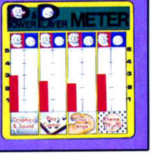
from DATA EAST

TM 1990 Dash Galaxy in the Alien Asylum Data East Game Program; © Beam Software.

Daring adventurer, Dash Galaxy, must find his way through the strange Alien Asylum. Several floors have areas that contain special items which Dash can use to advance to more challenging sections of the Asylum. Steer him through encounters with aliens and help him get closer to his goal.


Enter the pipe.


Collect special items and go back through the door.

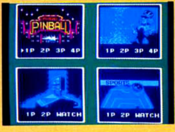


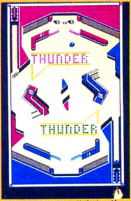
ROCK 'N BALL™

from NTVIC

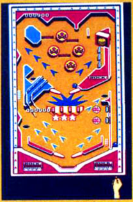
TM&© 1989 Vap Inc.

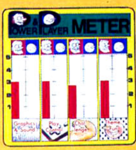
Two player simultaneous action makes this new, exciting variation on a classic game one to watch for. Take on another player or the computer in five different face-to-face pinball games. Aim for the other side of the table and try to get the ball into your opponent's goal. It's a quick action, fast flipping battle! You can also play on a traditional table with up to four players!





Knock the ball into the other player's end of the table.


Play with up to four players in a conventional pinball game.



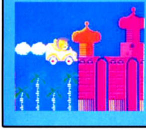
PUSS 'N BOOTS™

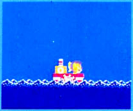
from ELECTRO BRAIN

TM&© Toei Animation 1989 Toei–Systems Presented by Electro Brain Corp.

Steer this celebrated cat of storybook fame through a rousing adventure all over the world. You'll fly, drive and float to seven different locations and come across some mean dudes. This one is good for someone that's just starting out on action oriented games.

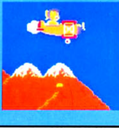
Ride!

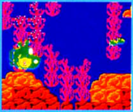




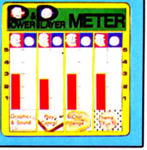
Float!

Fly!





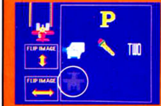
Dive!



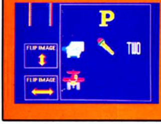
FISHER PRICE: PERFECT FIT™

from GAMETEK

© 1988 Game-Tek/IJE, Inc. © 1988 Fishes Price. TM The Awning Design. Little People characters & designs are TM of Fisher Price Division of Quaker Oats Co.

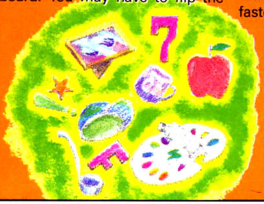

P
TWO
FLIP IMAGE
FLIP IMAGE

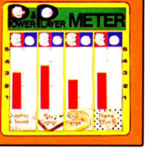
Find the matching shape.


P
TWO
FLIP IMAGE
FLIP IMAGE

It's a match! You did it!

Fit objects into the shapes on the board. You may have to flip the pieces to make them match perfectly. Advanced levels require faster fitting and more flipping.



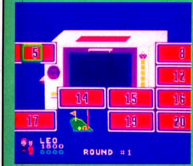


FISHER PRICE: I CAN REMEMBER™

from GAMETEK

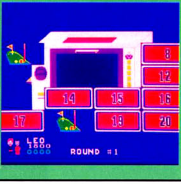
© 1990 Fisher Price
© 1990 Game Tek, Inc.

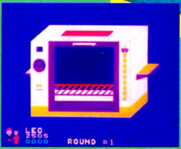
Uncover and match the hidden toys. When each match is made a part of the big picture is revealed. When the picture is complete, the game is over. There are three levels of difficulty. You can play against the computer or against another player. The player with the most matches wins!


5
8
12
14
15
16
17
19
20
LEO
1800
0000
ROUND #1

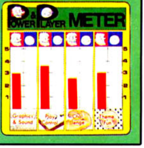
Uncover toys.

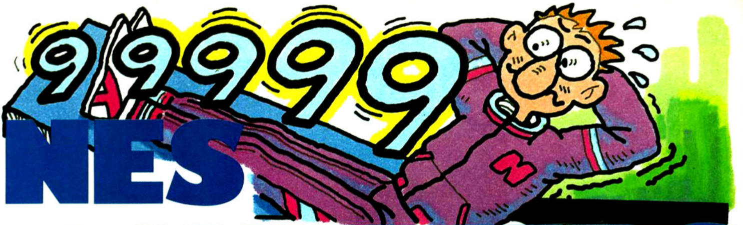
You made a match!


8
12
14
15
16
17
19
20
LEO
1800
0000
ROUND #1


LEO
2505
0000
ROUND #1

Make matches until the picture is completed.





NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

■BAD DUDES

Jeff Coday▶	Springfield, MO▶	690,400
Dan W. Rowley▶	La Crosse, WI▶	690,400
Brandon Smith▶	Poplar Grove, IL▶	282,500
Clay White▶	El Paso, TX▶	270,000
Greg Greenwood▶	Oklahoma City, OK▶	160,600

■THE ADVENTURE OF DINO RIKI

John Schleich▶	Fresno, CA▶	100,950

■THE ADVENTURES OF LOLO

Richard & Ted Allen & Ed Nelms▶	Sewell, NJ▶	Finished
Kristopher & Chad Schnee▶	St. Petersburg, FL▶	Finished

■THE ADVENTURES OF BAYOU BILLY

Carlo Bennett▶	Seattle, WA▶	Finished

■CASINO KID

Craig Abrams & Richie Glicksman▶	Rockville Centre, NY▶	Finished
Stephen Gilbert▶	South Bend, IN▶	Finished

■COBRA TRIANGLE

Trevor Hosch▶	Atlanta, GA▶	960,900
Johnny Pace▶	Easley, SC▶	900,450
Jason Sylvester▶	Monroe, NY▶	439,750
Jace Leicht▶	Temecula, CA▶	328,600

■DRAGON WARRIOR

John Bisson▶	Drummondville, PQ▶	Finished
Matthew Bloom▶	Randolph, MA▶	Finished
Dr. Richard L. Carman▶	Talladega, AL▶	Finished
John Castoro▶	Dingman's Ferry, PA▶	Finished
Jeff Chrin▶	Frackville, PA▶	Finished
Jason Cluck▶	Marshall, TX▶	Finished
Andrew Frankel▶	Gladwyne, PA▶	Finished
Katsu Izutani▶	Louisville, KY▶	Finished
Barbara Jastrzembski▶	Woodridge, IL▶	Finished
Erick Lin▶	Colton, CA▶	Finished
Frank Lohse▶	Whitewater, WI▶	Finished
Chris McDowell▶	Andrews AFB, MD▶	Finished
Tim Mellinger▶	Freeport, IL▶	Finished
Gregory Milken▶	Encino, CA▶	Finished
Rusty O'Dell▶	Mingo Junction, OH▶	Finished
Steven Perry▶	Madisonville, KY▶	Finished
Kevin Ryles▶	Sunland, CA▶	Finished
Brandon Wiesner▶	Saint Louis, MO▶	Finished

■DUCK TALES

Marc Henner▶	North Woodmere, NY▶	Finished
Chris Lopez▶	Phoenix, AZ▶	Finished
Edgar Martinez Jr.▶	White Plains, NY▶	Finished
Mark T. Olson▶	Kenosha, WI▶	Finished
Ben Szu▶	San Marino, CA▶	Finished
James P. Wong▶	Mirada, CA▶	Finished

■GALAGA

Thomas C. Wesley▶	Cincinnati, OH▶	873,060

■GODZILLA

Tom Oakes▶	Kensington, CT▶	Finished

■THE GUARDIAN LEGEND

Peggy Lundquist▶	Honesdale, PA▶	9,999,990
Joshua & Susan Lara & Tony & David Czerniecki▶	Chicago, IL▶	9,527,280
Claudia Hill▶	Tampa, FL▶	8,747,870
David Parker▶	Ferndale, MD▶	8,621,030
Michael Campana▶	Poland, OH▶	5,085,470
Joseph Yi▶	Chula Vista, CA▶	3,417,600

■GUN.SMOKE

David Vitaletti▶	North Branford, CT▶	999,990
Gabriel John Weidman▶	Marysville, GA▶	999,990

■HOGAN'S ALLEY

Mike Holmes▶	Bridge Water, MA▶	781,600

■HUDSON'S ADVENTURE ISLAND

Ray Lafayette▶	Omaha, NE▶	439,820

■HYDLIDE

Matt Beaudoin/Brad Vecellio▶	Norway, MI▶	Finished

■INDIANA JONES AND THE TEMPLE OF DOOM

Chad Gilbert & Brian Andrews▶	Clarkston, WA▶	9,999,999
James Topolski▶	Buffalo, NY▶	9,999,999

KID ICARUS

Mark Bugalski ▶	Milwaukee, WI ▶	9,999,999
Russel H. Cullen ▶	Key Largo, FL ▶	9,999,999
Sean Sbreagia ▶	Fort Wayne, IN ▶	9,999,999

KUNG FU

Greg Glasson ▶	Houston, TX ▶	561,070
Michael Siegel ▶	Houston, TX ▶	253,030

THE LEGACY OF THE WIZARD

Ryan Barton ▶	Chicago, IL ▶	Finished
Richard B. Hawk Jr. ▶	Belle Vernon, PA ▶	Finished
Jason Hurdin ▶	College Point, NY ▶	Finished

LEGENDARY WINGS

Errol Dempster ▶	Canton, MI ▶	10,068,400

LIFE FORCE

Steve Bell ▶	Brookline, MA ▶	9,523,410

MARBLE MADNESS

Rafael Biard ▶	Southampton, MA ▶	159,120
John Jordan ▶	Brockport, NY ▶	154,970
Steve Stang ▶	Wichita, KS ▶	118,150
Mike Huisman ▶	Long Island, NY ▶	104,640

MARIO BROS.

Chris Shepard ▶	Champaign, IL ▶	9,999,950

MEGA MAN

Jess Osborne ▶	Ooltewah, TN ▶	9,999,900
Mason Sheffield ▶	Kingsland, GA ▶	9,997,900

MIGHTY BOMB JACK

Carl J. Stump ▶	Salem, VA ▶	1,454,880

MONSTER PARTY

Sebran Harrison ▶	Prentiss, MS ▶	Finished

NINJA GAIDEN

Cedric Johnson ▶	Milledgeville, GA ▶	774,600
Nathan Riddle ▶	Grapevine, TX ▶	486,000
Danny Durkee ▶	Oswego, NY ▶	446,300
Nate Renkas ▶	Green Bay, WI ▶	372,000
Danny Ksepka ▶	Edison, NJ ▶	352,100

PLATOON

Andy Vanderwoude ▶	Sioux Falls, SD ▶	Finished

ROBOWARRIOR

Jason Dodge ▶	Foreston, MN ▶	9,999,900
Michelle Summers ▶	Columbus, OH ▶	4,363,300

SKY SHARK

Aaron Blum ▶	Battleground, WA ▶	118,080

SQOON

Paul Sawchuk ▶	Rancho Cordova, CA ▶	1,778,500
Richard King ▶	Rancho Cordova, CA ▶	1,010,660

SUPER MARIO LAND

Barry Labelle ▶	Pawtucket, RI ▶	409,970
Danny Heyman ▶	Beverly Hills, CA ▶	400,000
Paul Kemp ▶	Perry, GA ▶	235,990

SUPERMAN

Michael Murray ▶	West Linn, OR ▶	Finished

TEENAGE MUTANT NINJA TURTLES

John Bronz ▶	Saginaw, MI ▶	403,200

WHO FRAMED ROGER RABBIT?

Kenneth Gagne ▶	Leominster, MA ▶	Finished
Timmy Johnson ▶	Kingston, PA ▶	Finished

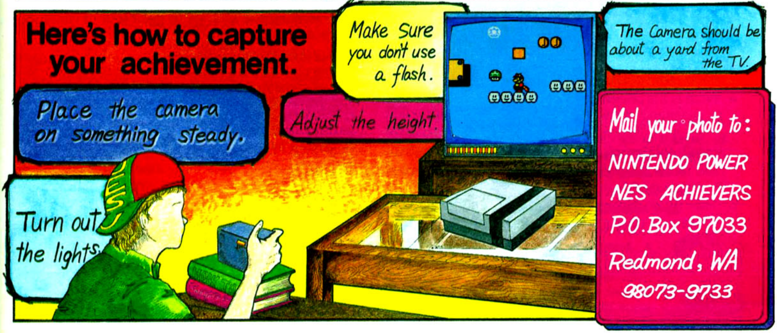
XENOPHOBE

Jeff Gilmor ▶	Edwardsville, IL ▶	999,990
José Pineda ▶	Warwick, RI ▶	999,990
Andy Racine ▶	Saint Paul, MN ▶	999,990

ZANAC

Jeff Phelps ▶	Smithsburg, MD ▶	99,999,990
Robert Plank ▶	Gulf Breeze, fL ▶	99,999,990
Jerry Chang ▶	Rego Park, NY ▶	13,252,000

Here's how to capture your achievement.


Make Sure you don't use a flash.
The Camera should be about a yard from the TV.
Place the camera on something steady.
Adjust the height.
Turn out the lights.
Mail your photo to:
NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
Redmond, WA
98073-9733

NES JOURNAL

World's Second NES Power Trivia Quiz

Welcome to the second annual Power Trivia Quiz. It's your chance to test your wits and see how much you really know about your NES!

1. Why does Howard Phillips like bow ties?

A. Regular ties dip in your soup.
B. Regular ties swing up on corners.
C. It's just like tying your shoes.
D. All of the above.

2. What is Mario and Luigi's last name?

A. Brothers
B. Mario
C. Cereal
D. Some questions just don't have answers.

3. The NES Satellite is . . .

A. A remote console that allows four controllers to be connected at once. B. An orbiting relay satellite that beams the Super Mario Power Hour and Captain N into 100 million homes. C. The acronym for NASA's National Earth Studies Satellite. D. Nester's secret weapon to beat Howard Phillips' game scores.

4. What is the prescribed method for cleaning your NES?

A. Do nothing.
B. Send it to the cleaners.
C. Use the NES Cleaning Kit, following all instructions to the letter, or else!
D. Spit and wipe.

5. How much damage would your NES suffer if you were to pour a chocolate milkshake inside it?

A. None whatsoever. Milk is good for a growing computer. B. Depends on if the milkshake contained whole or skim milk. C. A lot, which is why smart players never place drinks or food near their Control Deck. D. Not much compared to if you put an entire cow inside.

6. If someone asks you a particularly tricky question concerning Dragon Warrior, and you don't know the answer, do you . . .

A. Make up an answer to get rid of them. B. Tell them you have no idea what they're babbling about. C. Nod knowingly and walk away, leaving them to wonder. D. Find the real answer in a back issue of Nintendo Power.

7. If you find a mistake in Nintendo Power, you should:

A. Ignore it, after all, we're only human. B. Mistake? In Nintendo Power? We never make mistakes! C. Write in if you feel like it, but realize that we probably already found it and are really embarrassed about it. D. Mark it with a red pen like your teacher does.

8. How does one arrange to get a tour of Nintendo?

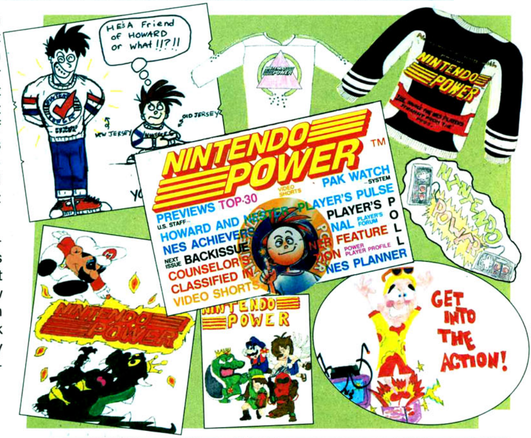
A. Due to the highly confidential nature of the video game industry, we do not give tours of Nintendo headquarters. B. Just come to the front door and ask for Howard Phillips. (Be sure to bring World Series or Super Bowl tickets.) C. It's almost impossible; getting a tour of Nintendo headquarters is about as easy as meeting Michael Jackson. D. Write a letter to President Bush.

Thank you for participating in the World's Second NES Trivia Test. Believe it or not, there is at least one correct answer for each question: 1.D.; 2.D.; 3.A.; 4.C.; 5.C.; 6.D.; 7.D.; 8.C.

NINTENDO POWER JERSEY CONTEST RESULTS

Hundreds of entries flooded in from all over the country and it was difficult to choose a winner in the Design the Nintendo Power Jersey Contest. From all the great designs which were submitted, it was obvious that there are a lot of artistically talented Power Players out there. We got collages, drawings and sketches from fans of all ages. Here are some of the best entries:

The winning design was submitted by Jack Ra of Clifton, NJ. As soon as we run out of the current Nintendo Power Jerseys, new ones will be printed based on Jack's design. We'd like to thank everyone who sent in a jersey design. It really shows how creative our readers are.



Nintendo World Championships 1990 Update

At press time, plans were still being finalized for the Nintendo World Championships 1990. By the time you read this, however, most of the preparations will be well underway. But first we thought it would be interesting to give out some details on the "Triathalon" Game Pak that will be used in the NWC contests. This specially designed Game Pak will run for about seven minutes and contain a segment of three Nintendo games: Super Mario Bros., Rad Racer and Tetris.

Competitors must collect 50 coins in Super Mario Bros. to advance to the Rad Racer segment, where they will have to go for a predetermined distance on a course before proceeding to play Tetris.

The contest will let you compete against your friends and win some great prizes, including your town's "Wizard" title!

You'll need a special ticket in order to compete. Of course, the competition is optional, and there will be a lot of other things to see at the event.

The schedule for the NWC is now being firmed up, and here are the dates:

Date	City	Location
3/9-3/11	Dallas, TX	Fairpark Convention Center
3/15-3/18	Cleveland, OH	Public Hall Convention Center
3/22-3/25	Pittsburgh, PA	D. Lawrence Convention Center
3/29-4/1	Detroit, MI	Pontiac Silverdome
4/5-4/8	Philadelphia, PA	Convention Center Complex
4/12-4/15	Indianapolis, IN	Convention Center
4/19-4/23	Boston, MA	World Trade Convention Center
4/26-4/29	Uniondale, NY	Nassau Convention Center
5/3-5/6	Hartford, CT	Civic Center Exhibition Hall
5/10-5/13	Chicago, IL	Rosemont Exhibition Hall
5/17-5/20	Kansas City, MO	Convention Center

As we mentioned last issue, if you would like additional information on the NWC, call the NWC hotline at 1-900-HOT-4NWC (1-900-468-4692)

Get with It At World of Nintendo

Catch the latest video designer gear and stuff soon to be appearing on World of Nintendo shelves across the country.

Burglar Busting Bike Cop

Touch sensitive controls.

Keep unwanted hands off your wheels with the Bike Cop from Kansas Microtech. When you clamp it to your handle bars and activate the alarm, any jiggling motion will set it off, and boy does it go off! The Nintendo I.D. makes it that much hotter. You can also use the Laser, Bombs, Guns and Sonic blasts like a horn or just for fun.

1
2
3
4
5
6
ALARM

Let the Bike Cop guard your wheels.

Super NES Videos

DIC Video has added taped episodes from the Super Mario Bros. Super Show to its Kids' Klassics library. The tapes feature Mario and Luigi or Link and Zelda in fun packed, action adventures. Hosted live by the Super Mario Bros. and guest stars, each adventure runs approximately half an hour in full color.

ZELDA
SUPER SHOW!
dic

The greatest hits from the Super Mario Bros. Super Show.

Have Game Boy Will Travel

GAME BOY
CARRYALL BY NEXOFT

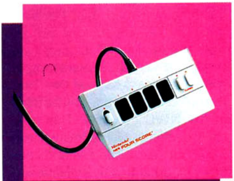
Don't leave home without it.

Who says you can't take it with you. The new Game Boy carrying case from Nexoft makes it a snap. Just flip open the sturdy plastic case, pop in your Game Boy and up to six Game Paks and you're ready to cruise. The carrying case also features an adjustable shoulder strap and a space to store your Video Link cable.

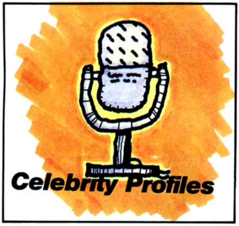
Store Update: Check out Circuit City, another World of Nintendo dealer.

The Four Score Proclamation!

Now that the NES Four Score is here, you'll have two options for enjoying four player games. Like the Satellite, plug four of your favorite controllers into the Four Score adapter, which is guaranteed to work with the Max, Advantage and regular controllers from Nintendo. Don't try to use Power Pads or Zapper Light Guns, though, as they won't work. The Four Score features a four player switch and turbo power for the A and B Buttons on all four controllers at the same time! A six foot long cord with a dual plug connects the Four Score to your Control Deck and gives you enough distance from the TV so that everyone will be able to see the action and get into the fun. Best of all, the price of the Four Score is down to Earth.



Get into the fast action of new four-player games with the NES Four Score controller adapter.



SARA GILBERT

As Darlene Conner on the hit ABC television show "Roseanne," Sara Gilbert gets to say things most of us would like to express but can't get away with. When it comes to Nintendo, however, she plays strictly by the rules.

Sara began playing Nintendo in 1988 after she received a Nintendo Entertainment System as a Christmas present from her mom. With her friends Gloria and Jackie, she quickly mastered Super Mario Bros. and Super Mario Bros. 2, and started her quest in The Legend of Zelda soon after. "Although I haven't had much time to play Zelda, I do have a tip for playing Super Mario Bros.: If you're near the end of the game you can easily save the Princess if you're big and just run through the dragon," she said.

Lately, Sara has "totally gotten into playing Game Boy." She often video-links on Tetris with her friends and fellow television stars Jason Hervey and Danica McKellar of the ABC series "The Wonder Years" and Jeremy Miller of ABC's "Growing Pains." Although she wouldn't reveal her best score, Sara did admit that Game Boy was number one on her Christmas list.

From the age of six, about the same time that sister Melissa (Laura on NBC's "Little House on the Prairie") earned a star on the Hollywood Walk of Fame, Sara knew that she wanted to be an actress. Not that her choice of an acting career was a complete surprise, however. After all, show business runs in the family, from her grandfather, creator and writer of "The Honeymooners," on down to Melissa and brother Jonathan, who also starred on "Little House on the Prairie."

Sara's first job was a TV commercial for Kool-Aid. After that came several TV movies, including "The Apple Dumpling Gang," "Calamity Jane" and an ABC Weekend Special, "Runaway Ralph."

But by far her favorite role is portraying the youngest daughter on "Roseanne." Sara recalls that the funniest moment on the show occurred when she knocked Roseanne Barr down as both were racing to answer the phone in one particular scene. "It didn't really seem funny at the time but we've laughed about it a lot since then."

Game Review: Sara Gilbert

A Boy and His Blob

"Totally awesome!" replied Sara when asked how she liked A Boy and His Blob. "The Blob is cool. It's a great idea for a game," she added. Sara described the object of the game for A Boy and His Blob: "You feed the Blob different tasting jellybeans. The jellybeans turn the Blob into things which will help you get to your destination: the planet Blobolonia." Sara said she was "totally stoked" about the opportunity to play this new game.

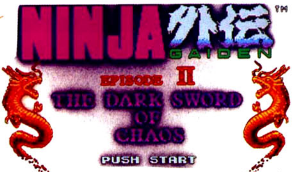
On her personal power meter rating on a scale of 1 to 5, Sara gave the game a 2 1/2 on graphics and sound, 1 1/2 on play control ("Not responsive enough," she explained. "The Blob goes four steps when you want him to take just one!"), a 4 for the overall challenge of the game and a 5 on the game's theme ("Incredible!").

As for what to watch for when playing A Boy and His Blob, Sara cautioned: "Look out for the centipede. And be sure to use the umbrella as a parachute and as protection against falling rocks."

PAK WATCH

NINTENDO POWER

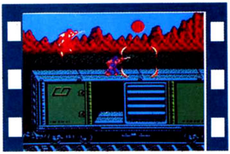
A LOOK INTO THE FUTURE OF NES GAME PAKS!!

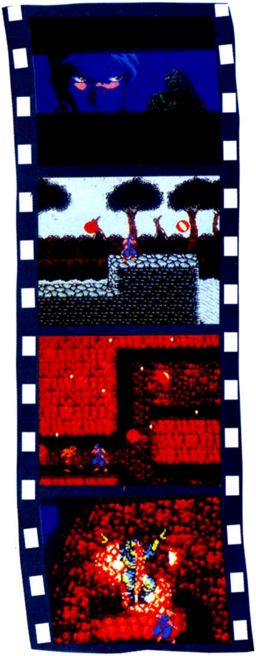


The colorful, detailed and dynamic cinema scenes of the original Ninja Gaiden set a standard for action game narration that has since been widely emulated. These cinema scenes made Ninja Gaiden play almost like a movie. Well, in the tradition of Hollywood's love for sequels, Tecmo announces Ninja Gaiden Ⅱ: The Dark Sword of Chaos. But Ninja Gaiden Ⅱ is more that just a sequel.

In the opening scene of Ninja Gaiden Ⅱ, we are introduced to Ashtar, a shadowy figure plotting world domination. It has been a year since Ryu defeated Jaquio, and this being has new plans for the Ninja of the Dragon Sword. Of course, Ryu is initially oblivious to Ashtar's schemes– his only worry is finding his missing friend Irene Lew. Only after several levels of combat will Ryu discover who Ashtar is and what he plots . . .

The superb graphics of the cinema scenes which tell the tale are even better than those in the original. But not to be overlooked is Ninja Gaiden Ⅱ's great game play. Ryu's mission will take him through some treacherous and challenging terrain, including an almost pitch black night scene that is only sporadically illuminated by flashes of lightning. This is one tough game! Although many film sequels don't live up to their original, this is one game sequel that surpasses the original. Four stars and two thumbs up for Ninja Gaiden Ⅱ!

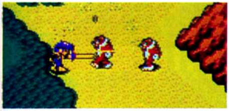


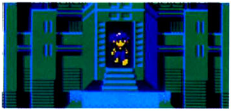


PAK WATCH

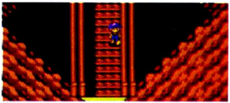
CRYSTALIS

Adventure through a post-holocaust world full of dangerous mutated creatures and lost technology in Crystalis, a future adventure from SNK. Encounter and speak with the people who are attempting to rebuild civilization, and discover the secret behind a century old tower in the sky.





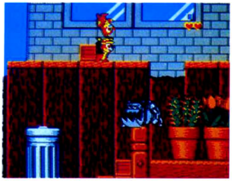
The highlights of Crystalis include great play control (your character is very nimble and quick) and, like all good adventures, a wide variety of items to find and places to visit. A battery backed memory saves your progress and when you lose a life, you can continue with all the experience points you've acquired.



Just Around The Corner

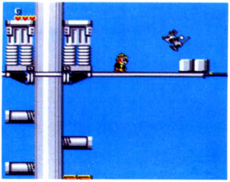
RESCUE RANGERS

CHIP 'N DALE
RESCUE RANGERS



Chip and Dale's neighbor, Mandy, has lost her kitten and the park is being invaded by mechanical bulldogs– this looks like a job for the Rescue Rangers!

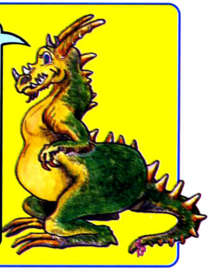
Like Duck Tales, this is a game that players of all ages will enjoy because of its game play challenge, but younger players will especially like it because of their familiarity with the characters. Rescue Rangers also features an awesome two-player simultaneous mode where one player is Chip and the other is Dale.



GOSSIP

"Thunderbirds Are Go" for Nintendo! Gerry and Sylvia Anderson's super marionation characters of 1960's TV and film fame are racing their way to the NES in a game under development by Mediagenic. Fans unfamiliar with the show will still appreciate this action oriented shoot 'em up game's detailed graphics.

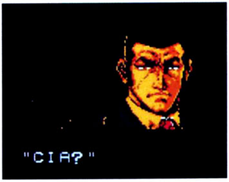
A Journey to Silius, a future offering for the NES from Sunsoft, is an action type game dealing with the quest of Jay, a young man of the future, for the truth behind the death of his father. Jay's battle-scarred apocalyptic world is portrayed in the colorful detail you've come to expect from Sun.

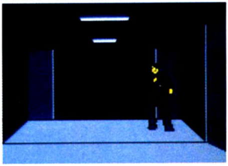


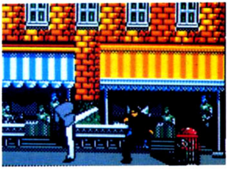
GOLGO 13: THE MAFAT CONSPIRACY

It looks like Vic Tokai will continue the NES adventures of freelance spy Duke Togo, alias Golgo 13 in a new episode, The Mafat Conspiracy. Compared to Top Secret Episode, the scenes in The Mafat Conspiracy where G-13 takes to the street have crisper and more colorful graphics; and the three dimensional sequences inside the buildings are easier to get through because of the addition of an on-screen compass.

The Mafat Conspiracy's story concerns the efforts of a revolutionary group to disrupt American defense plans by kidnapping a top scientist and forcing him to build killer satellites. G-13 is hired by the C.I.A. to rescue the professor and smash Mafat's world endangering schemes.



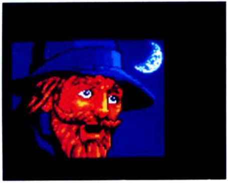


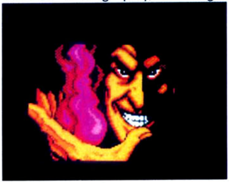


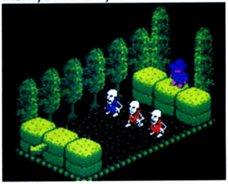
Just Around The Corner

SOLSTICE

In order to save his beloved Princess Eleanor, Shadax the wizard must locate six pieces of a powerful staff in Solstice, a new action/puzzle game from CSG Imagesoft. Since the pieces of the staff are hidden in a labyrinth of 300 baffling and deadly rooms, it's a challenging task indeed. During play, a single chamber of the maze is displayed on the screen in a three dimensional view. Shadax must use objects in the room to either find a way to the next room and/or retrieve a necessary item. Watching the demo screen will give you clues on some of the rooms, but then you're on your own.







GOSSIP

You're sure to get a smile from the NES antics of everybody's favorite castaways from Gilligan's Island. Bandai has captured some of the feel and humor of the show in this game where you control the Skipper as he tries to get the other castaways ready for impending island disasters.

Get into the mining business in Boulder Dash, a new game from a new NES licensee, JVC. Your little hard hat wearing miner digs through the ground (a la Dig Dug) in search of diamond riches. Although the game is mainly an action style contest, you must use some forethought in deciding where to go.

GOSSIP GALORE

MANIAC MANSION

Maniac Mansion, the award-winning mystery adventure game created by Lucasfilm Games, is under translation for the NES from Jaleco. In Maniac Mansion, which has been described as a cross between "The Rocky Horror Picture Show" and "The Addams Family," you must rescue your cheerleader friend from the clutches of a demented scientist. You select three radical kids (each equipped with different abilities) to take with you to Dr. Fred's mansion to rescue her. To add to the depth of the game, there are 50 detailed rooms to explore and 450 objects to discover and use. Maniac Mansion also has mouse-like control reminiscent of Shadowgate.

BATTLE CHESS

Battle Chess from Data East is a NES translation of the hit P.C. chess game. It plays like real chess (and is a tough opponent), but breaks to animated battle scenes between the pieces each time one captures the other. Although the outcomes of these little duels are predetermined, they do make every match seem like an epic battle.

LITTLE LEAGUE BASEBALL

Little League Baseball from SNK has similar play control to Baseball Stars, but instead of big leaguers, the players here are the cream of the Little League crop. Some kids are sluggers, others are weaklings—each has a slightly different personality and appearance. Pick a team from the U.S. or one of several foreign countries and vie for the Little League World Championships.

CASTLEVANIA III

It looks like Simon's quest to rid Transylvania of evil was not concluded even with his banishing of Dracula's curse in Castlevania II. This one is in the advanced stages of development, but since it's sure to be a hit, you can bet Konami will get it out as soon as they can. We'll let you know more as soon as we find out additional details.

DUNGEON MAGIC

This future RPG from Taito will be the first NES title where all the action in the game unfolds in a first person three-dimensional perspective. Throughout the game, you see exactly what your character sees. This makes the game not only very interesting, but also really challenging—map making is a must! While the top half of the screen shows you what your character sees, the bottom is the subscreen, so you can constantly monitor your progress and status.

PAK WATCH

NES PLANNER

MARCH

- Abadox
- Adventures of Lolo 2
- Al Unser Jr.'s Turbo Racing
- Astyanax
- Baseball Simulator 1.000
- Castle of Dragon
- Code Name: Viper
- Conflict
- Dash Galaxy in the Alien Asylum
- Destination Earth Star
- Dinowarz
- Double Dare
- Fisher Price: I Can Remember
- Fisher Price: Perfect Fit
- Ghostbusters II
- Heavy Barrel
- Kid Kool
- Magic Johnson's Fast Break
- Phantom Fighter
- Pinbot
- Remote Control
- Snake's Revenge
- Snoopy
- Super C
- Super Mario Bros. 3
- Super Spike V'Ball
- Target: Renegade
- Tecmo World Wrestling
- Terra Cresta
- Vegas Dream
- Wheel of Fortune Golden Edition
- World Championship Wrestling
- Wrath of the Black Manta
- Xexyz

APRIL

- Burai Fighter
- Dusty Diamond's All-Star Softball
- Bases Loaded II

FUTURE

- Adventures in the Magic Kingdom
- Battle Chess
- Big Foot
- Boulder Dash
- Captain Skyhawk
- Castlevania III
- Crystalis
- Dungeon Magic
- Final Fantasy
- Gilligan's Island
- Golgo 13: The Mafat Conspiracy
- Little League Baseball
- Mad Max
- Maniac Mansion
- Mission: Impossible
- Ninja Gaiden II: The Dark Sword of Chaos
- A Journey to Silius
- Rescue Rangers
- Rocket Ranger
- Solstice
- StarTropics
- Thunderbirds
- Wall Street Kid

NINTENDO POWER™ Back Issues Available Now!

Ten classics packed full of indepth game reviews, tips and tricks.
To get your back issues, fill out the order form on page 2.

July/Aug Issue '88

Review highlights include Super Mario Bros. 2, Zelda II-The Adventure of Link, Double Dragon, Contra, Wheel of Fortune, Jeopardy, plus foldout map of Zelda's second quest.

Sep/Oct Issue '88

Review highlights include Castevania II-Simon's Quest, Bionic Commando, Super Mario Bros. 2, Life Force, Renegade, R.C. Pro-Am, Golgo 13, Blaster Master, plus foldout map of Simon's Quest.

Nov/Dec Issue '88

Review highlights include Track & Field II, Blaster Master, Anticipation, Blades of Steel, Cobra Command, Racket Attack, Mickey Mousecapade, plus foldout Blaster Master poster.

Jan/Feb Issue '89

Review highlights include Zelda II-The Adventure of Link, Skate or Die, Wrestlemania, Sesame Street 1-2-3, Marble Madness, Operation Wolf, Metal Gear, plus Skate or Die foldout poster.

Mar/Apr Issue '89

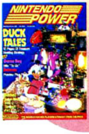
Review highlights include Ninja Gaiden, Teenage Mutant Ninja Turtles, Hudson's Adventure Island, Strider, Cobra Triangle, Bayou Billy, plus Strider poster and The Complete NES Game Pak Directory.

May/June Issue '89

Review highlights include Teenage Mutant Ninja Turtles, Ninja Gaiden, Bayou Billy, Cobra Triangle, Life Force, Mega Man II, Dragon Warrior, plus foldout Mega Man II poster and Life Force maps.

July/Aug Issue '89

Review highlights include Mega Man II, Dragon Warrior, Faxanadu, Strider, RoboCop, Duck Tales, IronSword plus Super Mario Bros. 2 Bonus Tip Book (Part 1).



Sep/Oct Issue '89

Review highlights include Duck Tales, Game Boy, Dragon Warrior, Hoops, Fester's Quest, Roger Rabbit, Willow, River City Ransom, and Super Mario Bros. 2 Tip Book (Part 2).

Nov/Dec Issue '89

Review highlights include Tetris, RoboCop, Willow, IronSword, Super Off Road, Shadowgate, A Boy and His Blob, 720, Guardian Legend, plus Dragon Warrior Strategy Guide.

Jan/Feb Issue '90

Review highlights include Batman, Shadowgate, Willow (part 2), Double Dragon II, Super Spike V'Ball, Clash at Demonhead and River City Ransom, plus The Making of Super Mario Bros. 3, and Adventure in Tetris World Tip Book.

BOOKS

TIPS FROM THE PROS

How to win at Super Mario Bros.
TIPS & TACTICS
ZELDA

These are HOT!: **The Legend of Zelda Tips & Tactics** gives you the strategy and know-how to conquer the evil and mysterious Ganon. **How to Win At Super Mario Bros.** helps guide your way through the exciting worlds and levels of Super Mario Bros. To receive these booklets for $4.95 each, just fill out the order form in the front of the magazine.

NEXT ISSUE

NINTENDO POWER™

ANTICIPATE THESE FEATURES NEXT ISSUE

FINAL FANTASY

You'll need all the help you can get to get through this epic RPG adventure. We'll unfold the story behind this massive quest.

DINOWARZ

The thunder lizards are back in this new science fiction game from Bandai. Our review will help your dinosaur avoid extinction and achieve video game distinction.

BURAI FIGHTER

Outer space combat action in the far reaches of the solar system from Taxan. Our review is a space marine's guide to survival in the darkness of deep space.

SUPER C

We'll give you plenty of tactics to help you succeed in this alien jungle warfare mission.

Plus: Details on future games in Video Shorts and Pak Watch, answers to your game play questions in Counselor's Corner, video game secrets in Classified Information, news around the world of Nintendo in NES Journal, reader's letters and comments in Player's Pulse, humorous hijinks in Howard and Nester and more of the usual fun stuff! Be there or be square!

Dear Readers,

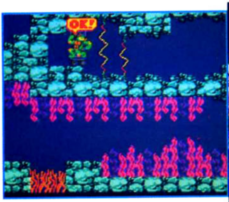
There have been so many great games coming out these last couple of months, we really couldn't give all of them the coverage they deserved. But we didn't want to leave any out, so you probably noticed that this issue was especially packed with information. In case you didn't count, there were 17 games in Video Shorts, 8 pages of New Games, 5 Previews and 3 Reviews, not to mention the many games covered in Pak Watch!

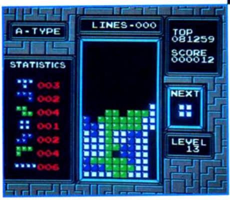
Talk about crazy—January's CES was the biggest and most exciting one ever! More games, more accessories and more fun! Our CES report only touched on what's in store. We'll fill you in more as the games come out.

Thanks for all the cards and letters, everybody! Because of my busy schedule I can't personally read or answer all of them, but your feedback does let us here at Nintendo know what you want to see for your NES! Keep 'em coming!

See you soon—

NINTENDO POW

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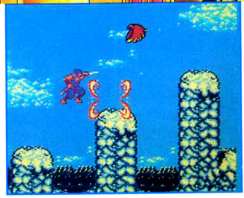
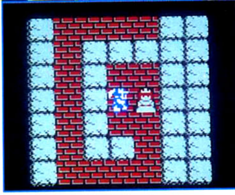
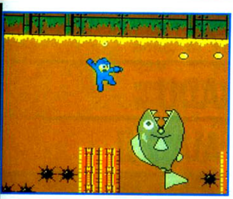




ER AWARDS '89



Nov/Dec Issue Player's Poll Contest Winners

Grand Prize:

Matt Reeb	Metamora	IL

(Matt's wildest dream was to own a rare 1954 Ernie Banks baseball card and some hot new Nintendo games)

Second Prize:

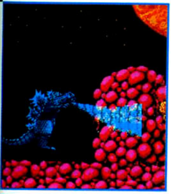
James Mahony	Nashua	NH
Scott Shaw	Folsom	CA
Danny Gusaniac	Milwaukee	WI
Anton Dawson	Scotsdale	GA
Ben Mabley	El Toro	CA
Kam Keung Lam	Wilmington	DE
Nick Sieben	Omaha	NE
Bert Holtzman	Tell City	IN
Matthew Clifton	Monroe	GA
Chris Cobbs	Philadelphia	PA

Third Prize:

Andrew Prawoto	Arcadia	CA
Brett Gladson	Hoquiam	WA
Kyle Knight	Crystal Lake	IL
Matt & Dan Paschke	Wichita	KS
Nathan Dudley	Helena	MT
Chris Miller	Columbus	NE
T.J. Robinson	Sunnyvale	CA
Josh Owens	Franklin	NC
Mard Entrekin	Saucier	MI
Jennifer Brach	Darien	IL

Fourth Prize:

Monica Herring	Bridgeport	IL
Mason Stone	Seattle	WA
Rashad Chandler	Nashville	TN
Erik Mercado	New York	NY
Jeremy Garner	Columbiaville	MI
Brian Palmero	Rochester	NY
Angel Ruvalcaba	Birkenfeld	OR
Jon-Paul Klepacz	Toledo	OH
Brian Easter	Sunnyvale	CA
Daryll Allen	Galveston	TX
Paxton Clausen	Ashland	MA
Jeremy Glantz	Sapula	OK
Austin Berlin	Woodlands	TX
Eric Grundmann	San Antonio	TX
Jeremy Nimz	Eagle River	WI
Gerald Lee	San Francisco	CA
James Dishman	Hadley	PA
Brian Wichael	Hays	KS
Chris Albrecht	Phoenix	AZ
Nolan Ramsey	Dade City	FL
Nathan Warnecke	Mesa	AZ
Elliot Massuda	Valpo	IN
Tony Hidalgo	Los Angeles	CA
Frank Gagliardi	Philadelphia	PA
Nate Haley	San Jose	CA
David Derelanko	Manalapan	NJ
Michael Favila	Woodbridge	VA
Justin Mewhinney	Hillsboro	OR
Edward Liturinski	North Tanaunda	NY
Darryll King	San Jose	CA
James Piper	Chambersburg	PA
Fred Bills	Wilton	NH
Jonas Wagner	Huntington	NY
Brian Frazelle	Papillion	NE
Ben Chang	Temple City	CA
Justin Pfaltzgraff	Baltimore	MD
Timmy Viltz	Tarrytown	NY
Karen Burke	Bainbridge Is.	WA
JoAnn Luby	Zanesville	OH
Rodney Lo	Seattle	WA
Steven Mancil	Columbia	SC
David J. Smith	Meraux	LA
Mark Schlabach	Benton	OH
Adam Baver	Harrington Pk.	NJ
John Maturani	Danville	PA
Francisco Estrada	Yettem	CA
David Eller	Gray	TN
Michael Cope	Cawton	NC
Adam Weyer	Staten Island	NY
Lindsey Faber	Cincinnati	OH



OFFICIAL RULES (No Purchase Necessary)

To enter, just fill out the Nintendo Power Awards '89 ballot. Or, print your name and address on a plain 3x5 piece of paper and mail to:

Nintendo Power Awards '89
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person please. All entries must be postmarked no later than April 15, 1990. No responsibility is assumed for lost, stolen, or misdirected mail.

Winners will be selected in a random drawing from among all eligible entries received, on or about May 1, 1990. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after May 1, 1990 by sending a self addressed stamped envelope to the address listed above.
Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.
This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.

THE NOMINEES ARE ON THE NEXT PAGE.

THE NOMINEES ARE...

BEST GRAPHICS & SOUND

Which of the five games below has the most dazzling graphics and the best sound effects? Is the music of one your fav' or the bright background design of another?

A DUCK TALES
B GUARDIAN LEGEND
C MEGA MAN II
D NINJA GAIDEN
E STRIDER

BEST CALLENGE

These nominees represent some of the best in challenging both your brain and dexterity. Which game is your choice . . . not too easy, not too hard.. just right on!

A FAXANADU
B MEGA MAN II
C NINJA GAIDEN
D STEALTH ATF
E TETRIS

BEST THEME, FUN

Stir in a great story line, a dash of special effects and a whole lot of fun and presto chango—a great game is born. Which game catches your imagination?

A DRAGON WARRIOR
B DUCK TALES
C MEGA MAN II
D NINJA GAIDEN
E TEENAGE MUTANT NINJA TURTLES

BEST PLAY CONTROL

Great play control gives you a feeling of being right in the thick of things. Which pick draws your vote?

A DUCK TALES
B GUARDIAN LEGEND
C MEGA MAN II
D STEALTH ATF
E TETRIS

Cast your vote using the postcard on page 99. You could win a library of the best games of 1989. Twenty-five lucky winners will get the chance to pick 10 hot game paks from a list of 20 games selected by Howard Phillips. Mail in your votes today!

SEND IN YOUR VOTES

NINTENDO POWER AWARDS '89

BEST CHARACTER

Which of these characters tug at your heart strings, tickle your funny bone, or capture your imagination? Will your favorite hero please up stand?

- **A** DONATELLO (T.M.N.T.)
- **B** GODZILLA
- **C** LEONARDO (T.M.N.T.)
- **D** MEGA MAN (MEGA MAN II)
- **E** MICHELANGELO (T.M.N.T.)
- **F** LINK (ZELDA II-THE ADVENTURE OF LINK)
- **G** RAPHAEL (T.M.N.T.)
- **H** RYU HAYABUSA (NINJA GAIDEN)
- **I** UNCLE FESTER (UNCLE FESTER'S QUEST)
- **J** UNCLE SCROOGE (DISNEY'S DUCK TALES)

BEST ENDING

Wow! Awesome! All Right! The right ending makes all your well spent time and energy well worth the effort. The choice is yours.

- **A** DUCK TALES
- **B** MEGA MAN II
- **C** NINJA GAIDEN
- **D** THE ADVENTURES OF LOLO
- **E** ZELDA II-THE ADVENTURE OF LINK

BEST PLAYER VS PLAYER

Which of these makes it the most fun to challenge a friend instead of a computer opponent?

- **A** BASEBALL STARS
- **B** HOOPS
- **C** MARBLE MADNESS
- **D** SUPER DODGE BALL
- **E** TECMO BOWL

BEST OVERALL

NINTENDO POWER

The top ten are before you, eagerly awaiting your decision. Which game released in 1989 gets your vote for all-time favorite?

- **A** DRAGON WARRIOR
- **B** DUCK TALES
- **C** FAXANADU
- **D** GUARDIAN LEGEND
- **E** MEGA MAN II
- **F** NINJA GAIDEN
- **G** STEALTH ATF
- **H** TETRIS
- **I** TEENAGE MUTANT NINJA TURTLES
- **J** ZELDA II-THE ADVENTURE OF LINK

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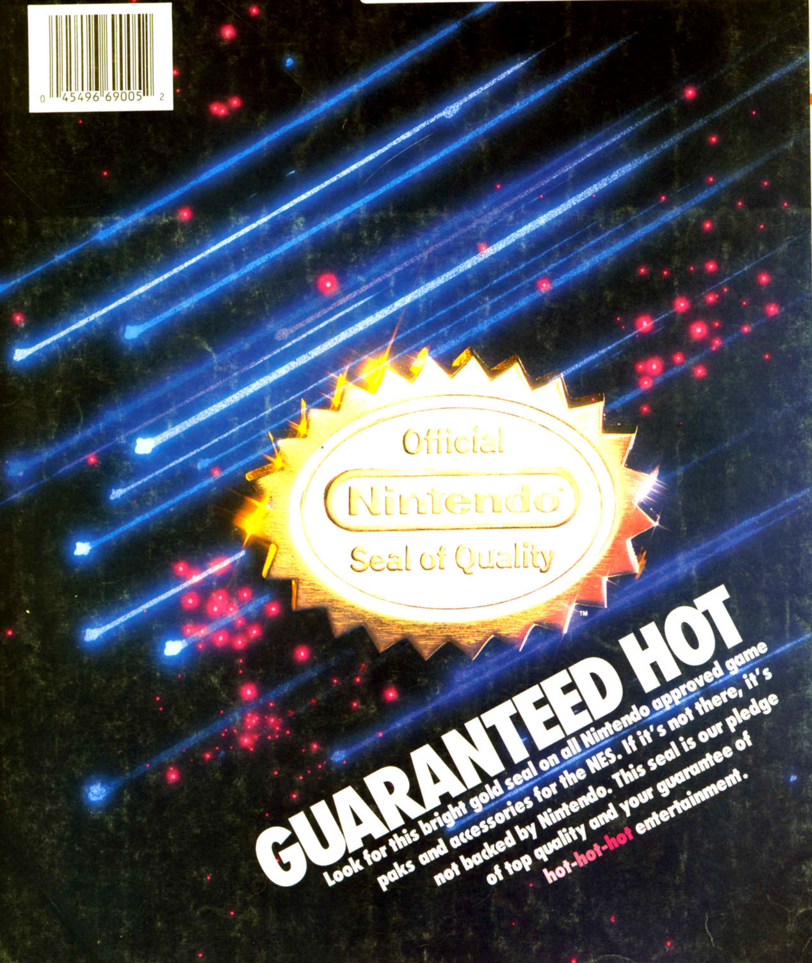
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Look for this bright gold seal on all Nintendo approved game paks and accessories for the NES. If it's not there, it's not backed by Nintendo. This seal is our pledge of top quality and your guarantee of hot-hot-hot entertainment.